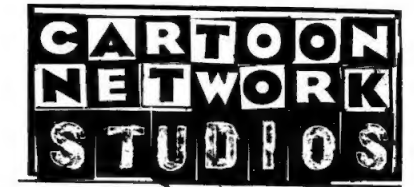




"Something Big"
1025-170
Final Board



Date 01/23/13

- ☒ Board Team Final
- ☒ Network Approval Board
- ☒ Record Board
- ☒ Animatic Scan Board
- ☒ Conformed Board
- ☒ Design Board 01/23/13
- ☒ Final Board

Adventure Time Created by
Pendleton Ward

Supervising Director
Andres Salaff

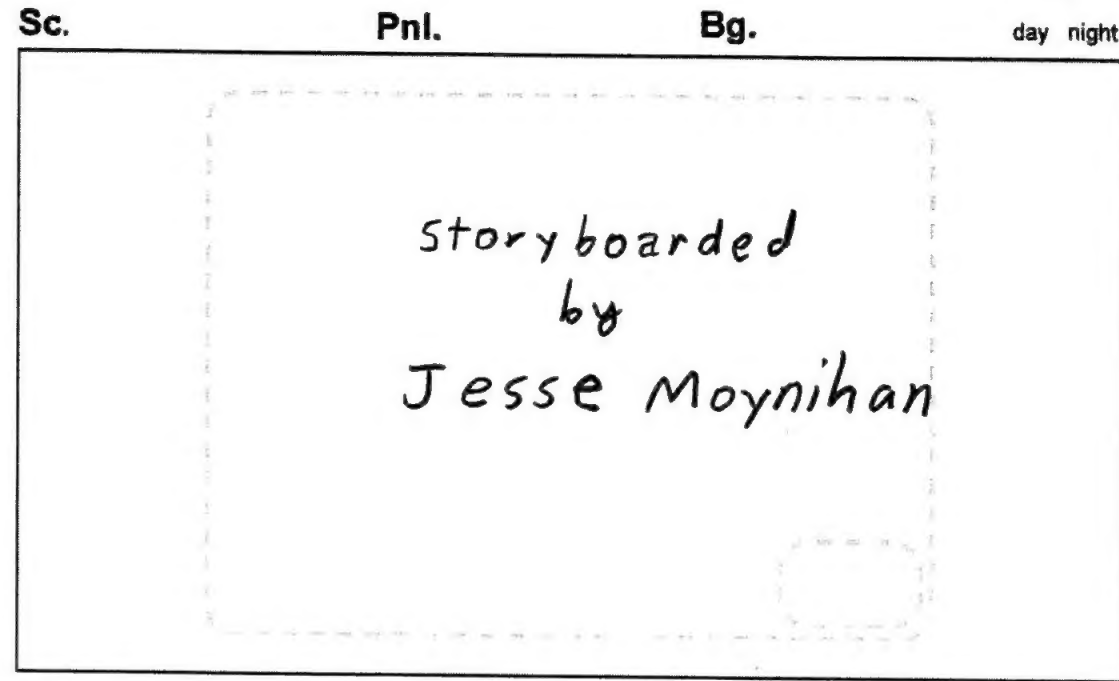
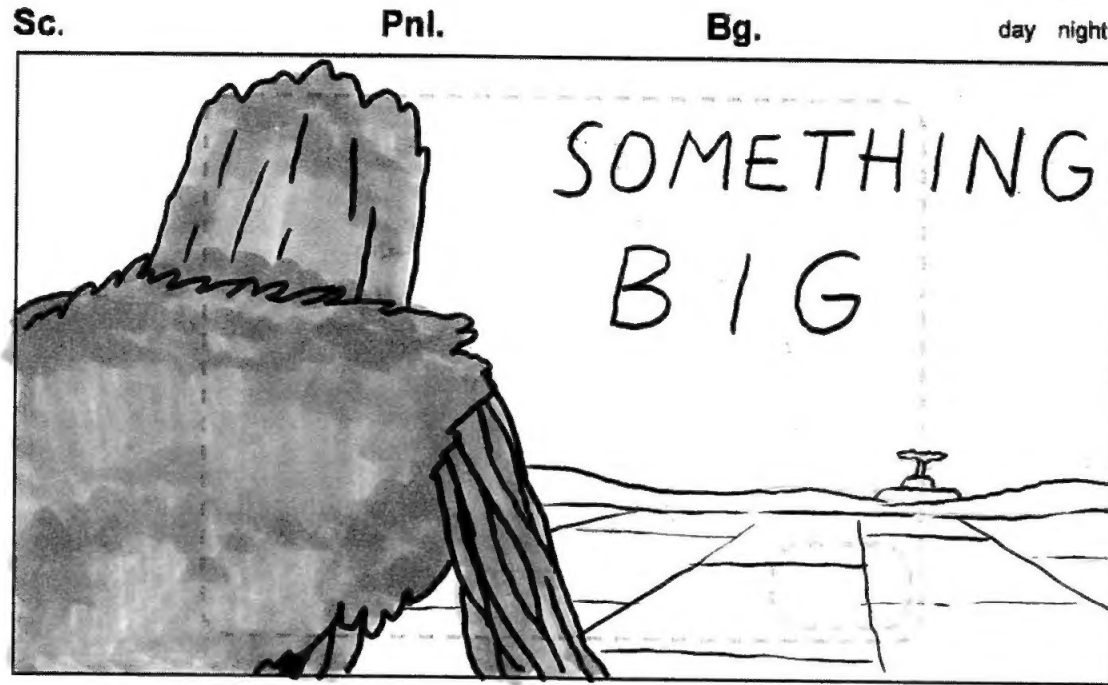
Storyboard by
Jesse Moynihan

JAN 31 2014

ADVENTURE TIME



Page 1
day night



Dialog:
Action:
Timing:

JAN 31 2014

EPISODE # 1025-170

Production :

1025/170

1025/170

1025/170

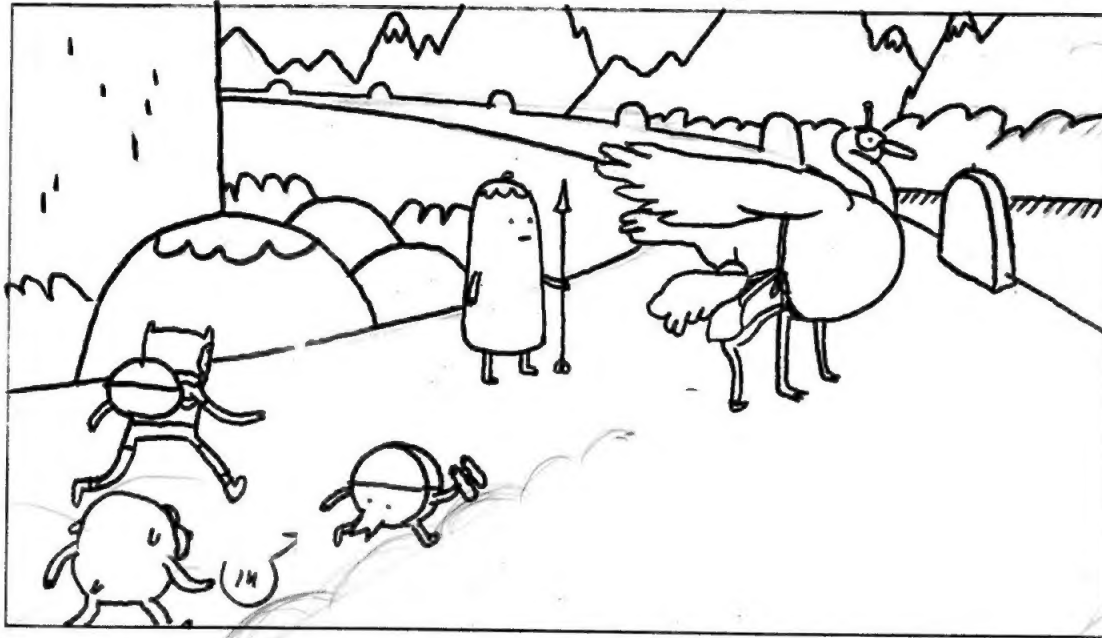
Start

ADVENTURE TIME

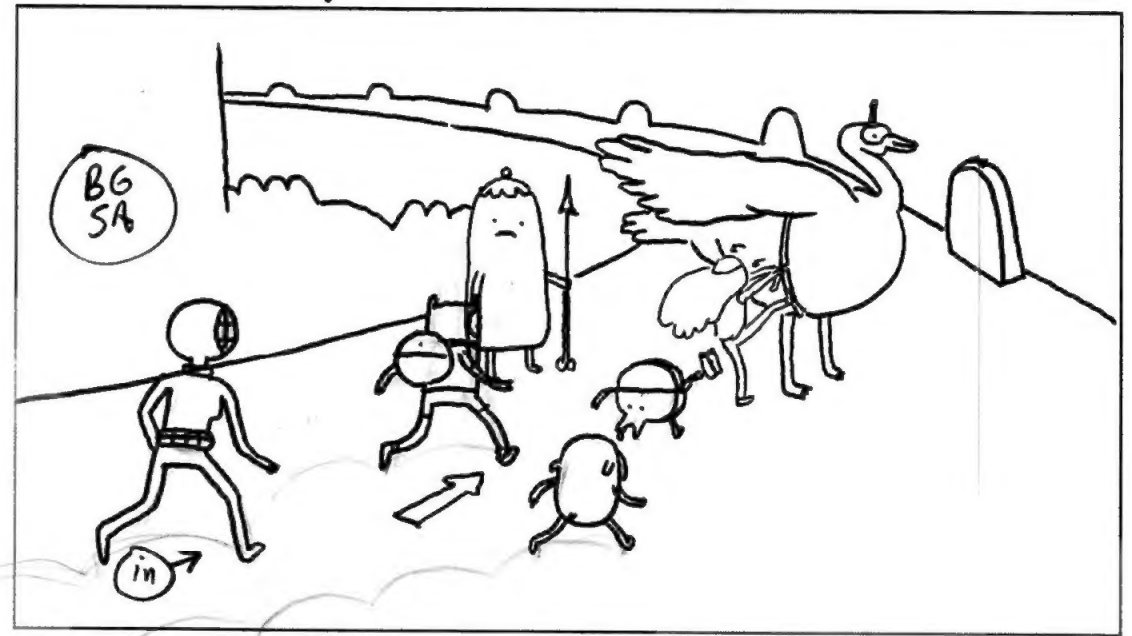


Page 02

Sc. 01 Pnl. A Bg. day night



Sc. 01 CONT Pnl. B Bg. day night



Dialog: Peppermint Butler / Princess he did it! →

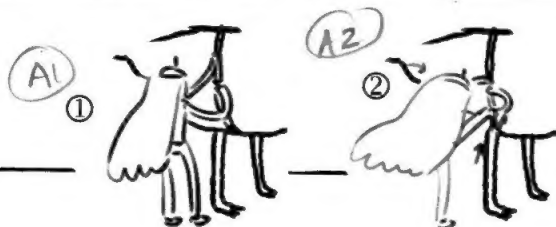
Action: - Finn, Jake + Pep Butler run on screen

Godface Princess runs in

- PB TIGHTEN SADDLE ON SWAN.

JAN 31 2014

Timing:



the cut

1025-170

EPISODE #

1025/170

Production :

1025/170

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Hu
Art

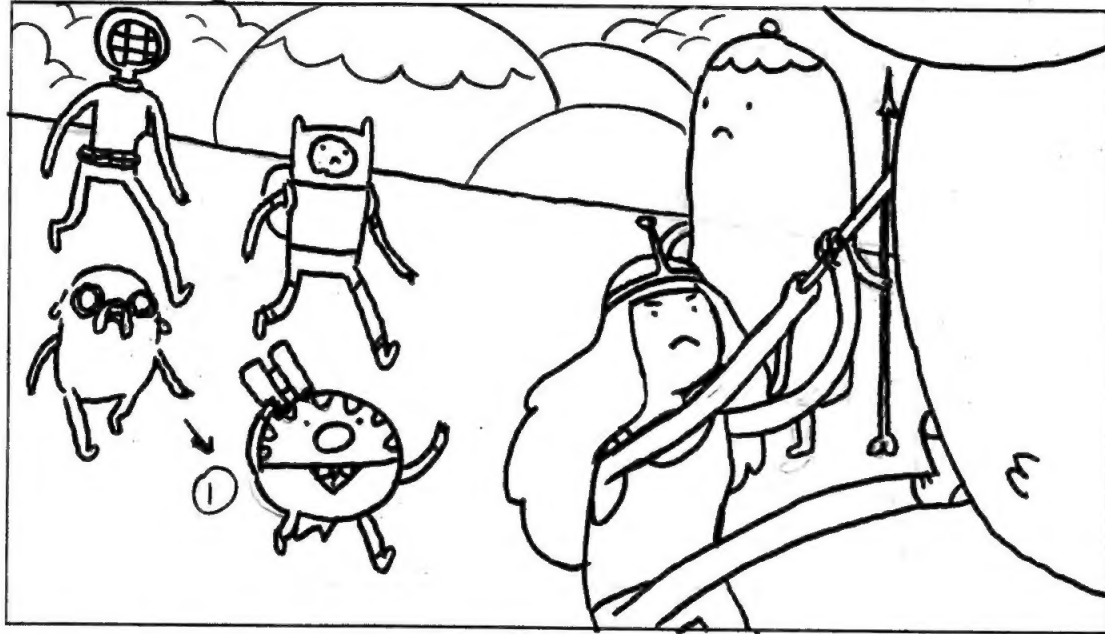
ADVENTURE TIME



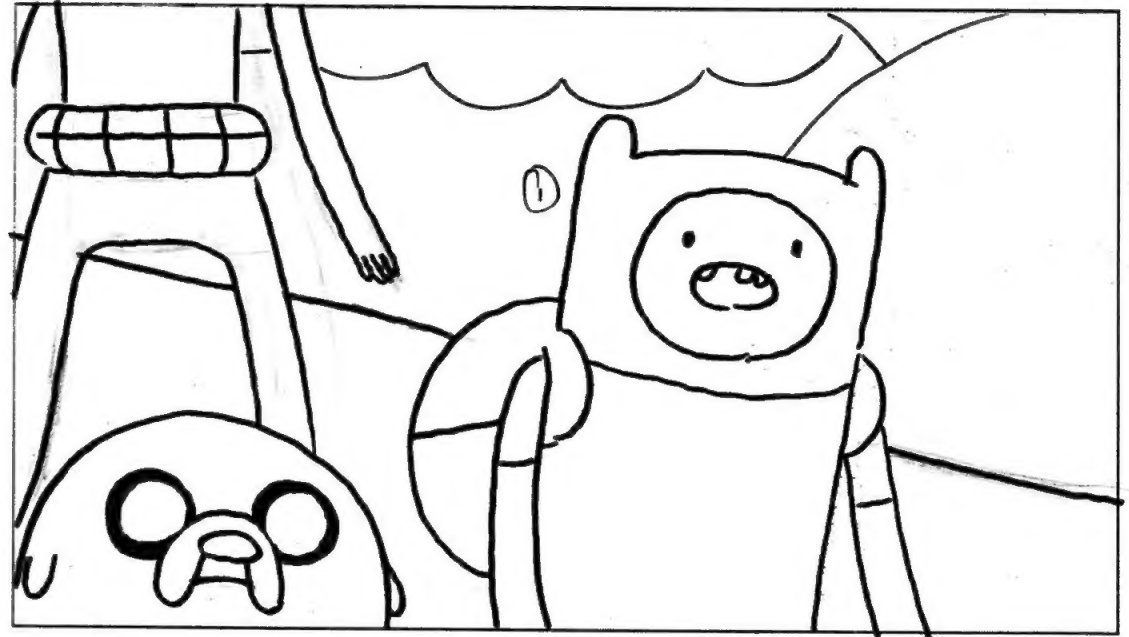
Hu
Art

Page 03

Sc. 02 Pnl. A Bg. day night



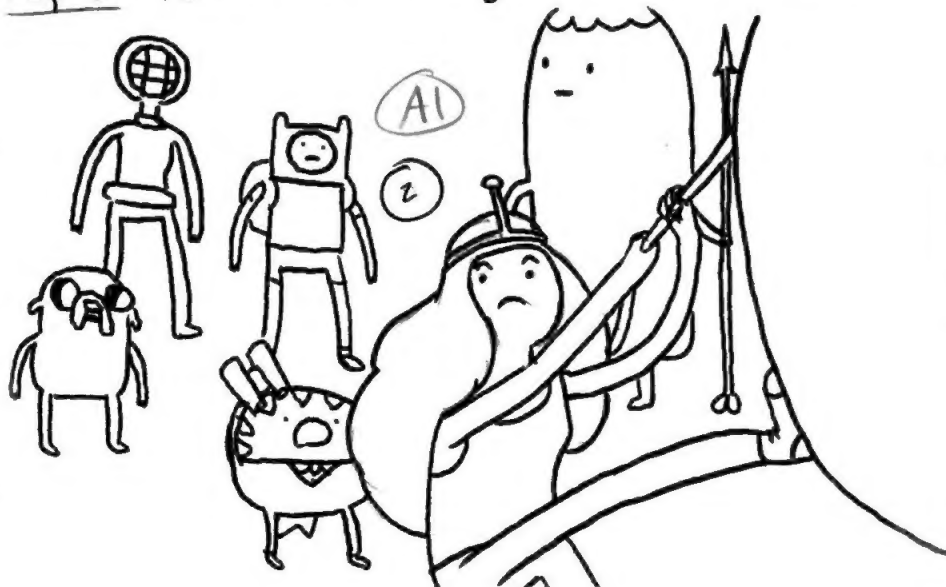
Sc. 03 Pnl. A Bg. day night



Dialog: Peep But ① Rootber Guy ② set up the force field! Finn ① But he sacrificed himself to do it!

Action:

Timing:



JAN 31 2014

1025-170
EPISODE #

Production :

1025/170

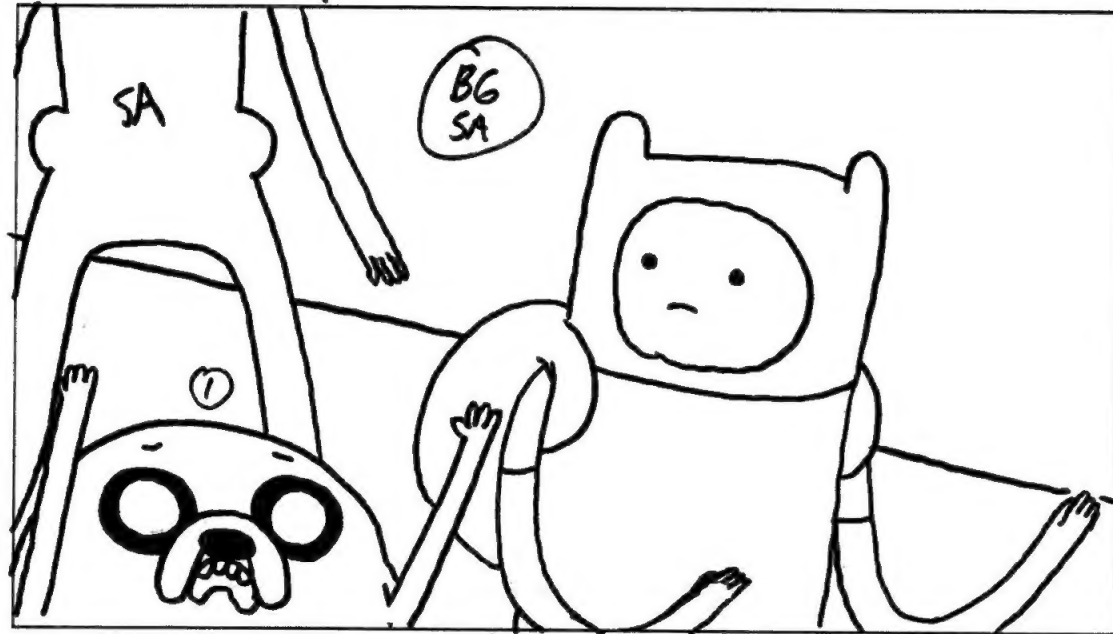
1025/170

ADVENTURE TIME

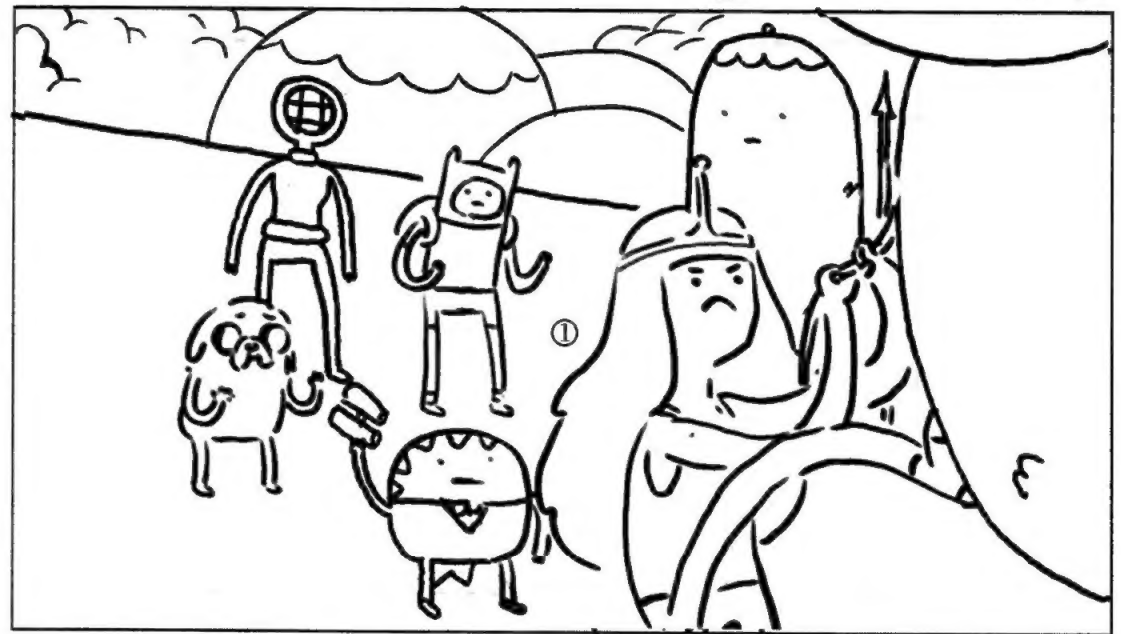


Page 04

Sc. 03 CONT Pnl. B Bg. day night



Sc. 04 Pnl. A Bg. day night



Dialog: Take/① It's an ugly scene ② man!

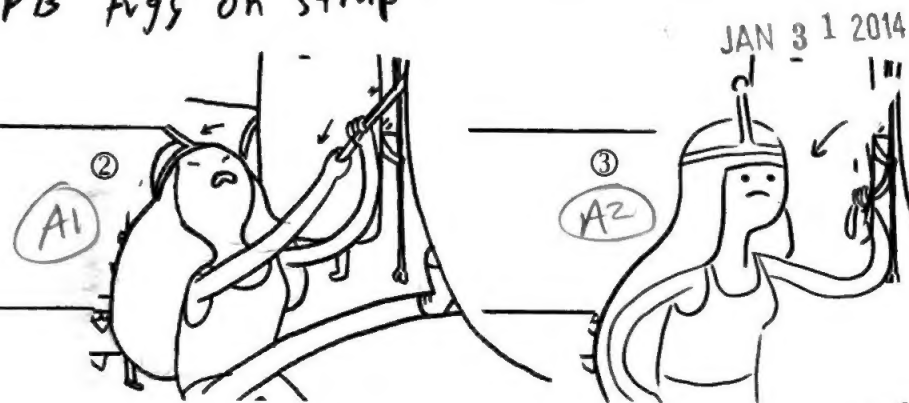
PB! hrmph=

Action:



PB fugs on strap

Timing:



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1025-170
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Production :

1025/170

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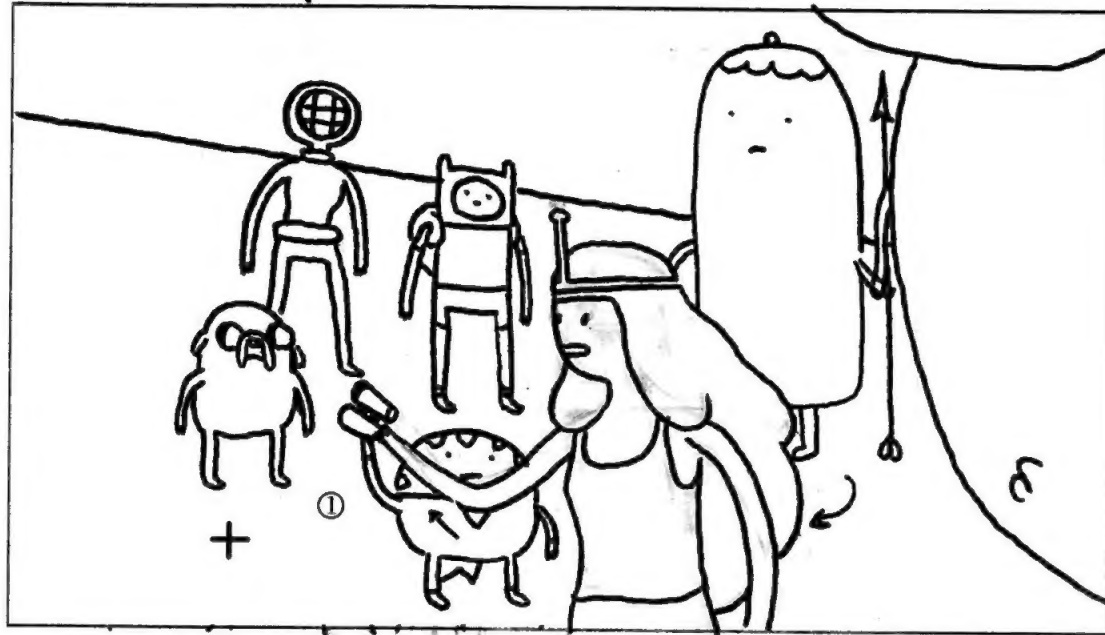
1025/170

ADVENTURE TIME

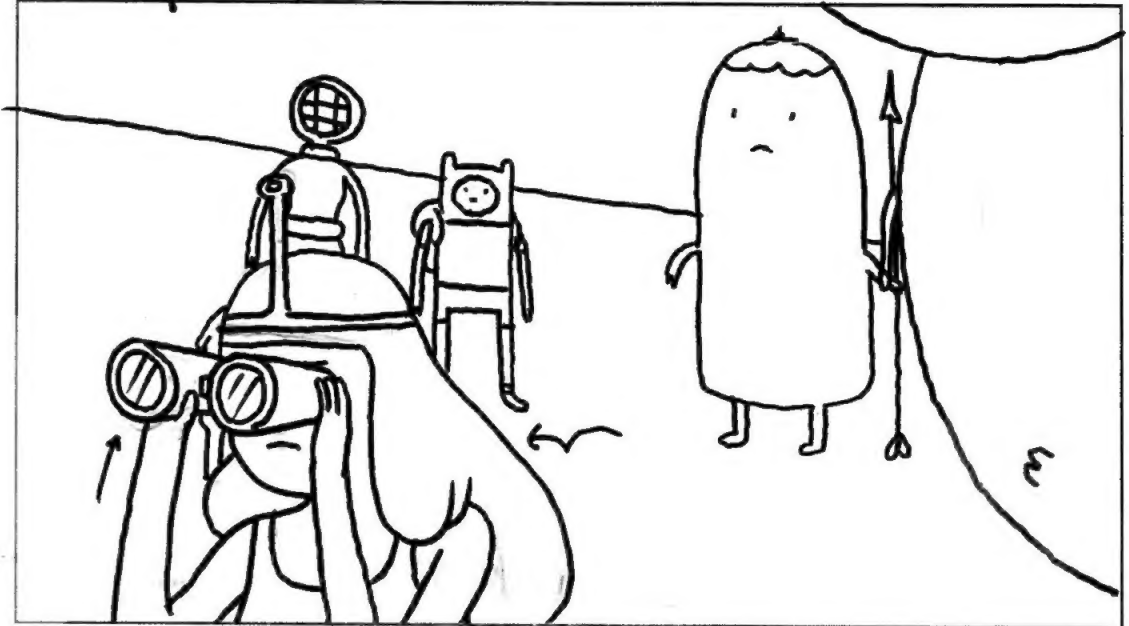


Page 5

Sc. 04 CONT Pnl. B Bg. day night



Sc. 04 CONT Pnl. C Bg. day night



Dialog:	<u>PB</u> Let me see	
Action:	- PB trin and take binoculars	- PB step forward AND looks into binoculars
Timing:		



cut

EPISODE # 1025-170

1025/170

Production :

JAN 31 2014

1025/170a

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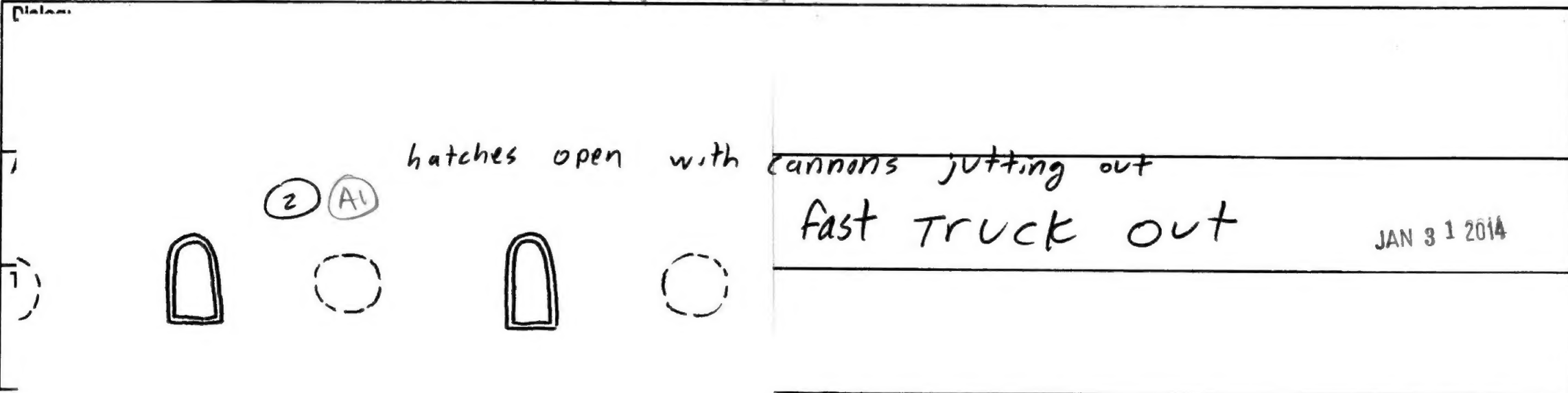
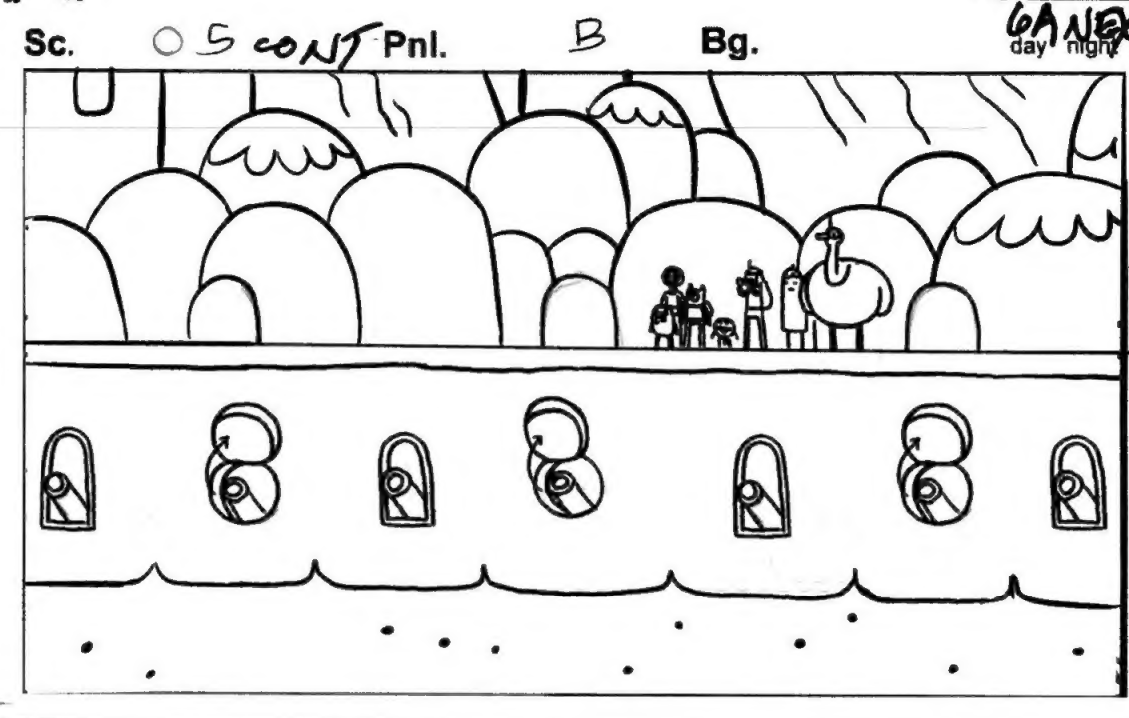
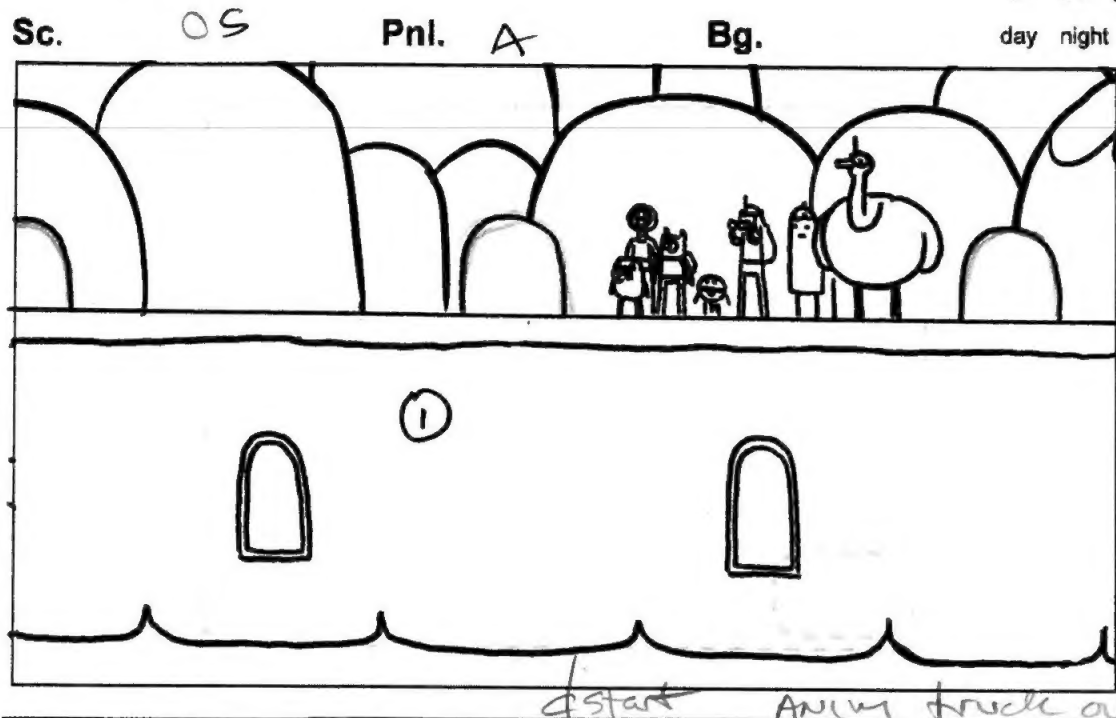
1025/170

Cut

ADVENTURE TIME



Page 6
GANEY
day night



1025-170

EPISODE #

1025/170

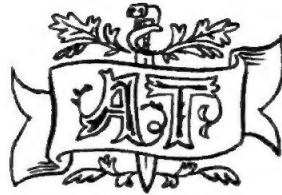
Production :

1025/170

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1025/170

ADVENTURE TIME

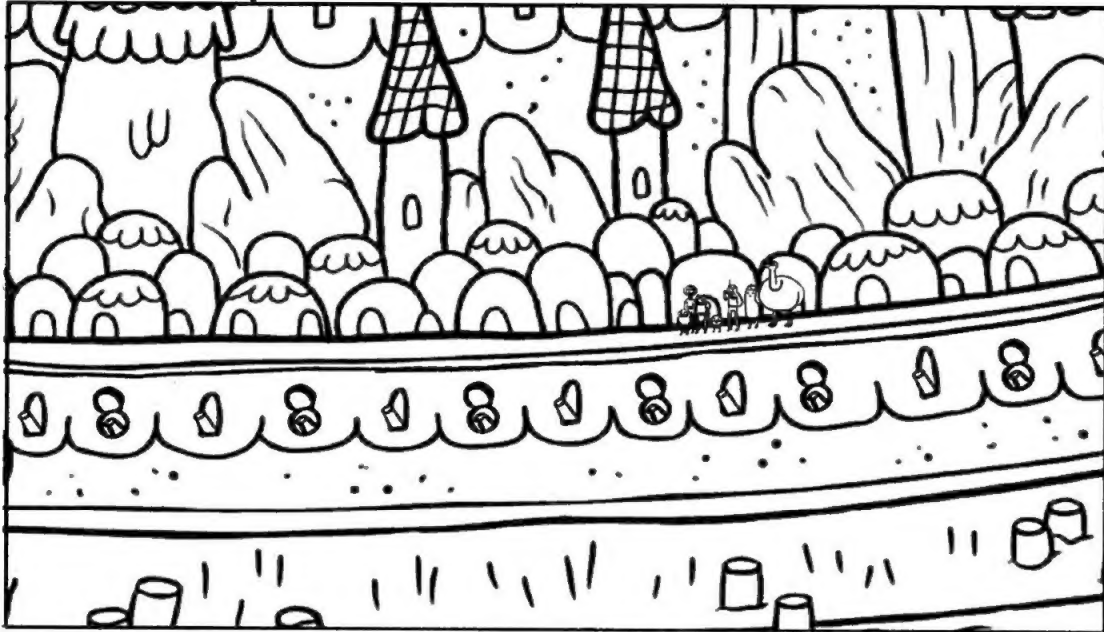


Sc. 05 CONT

Pnl. C

Bg.

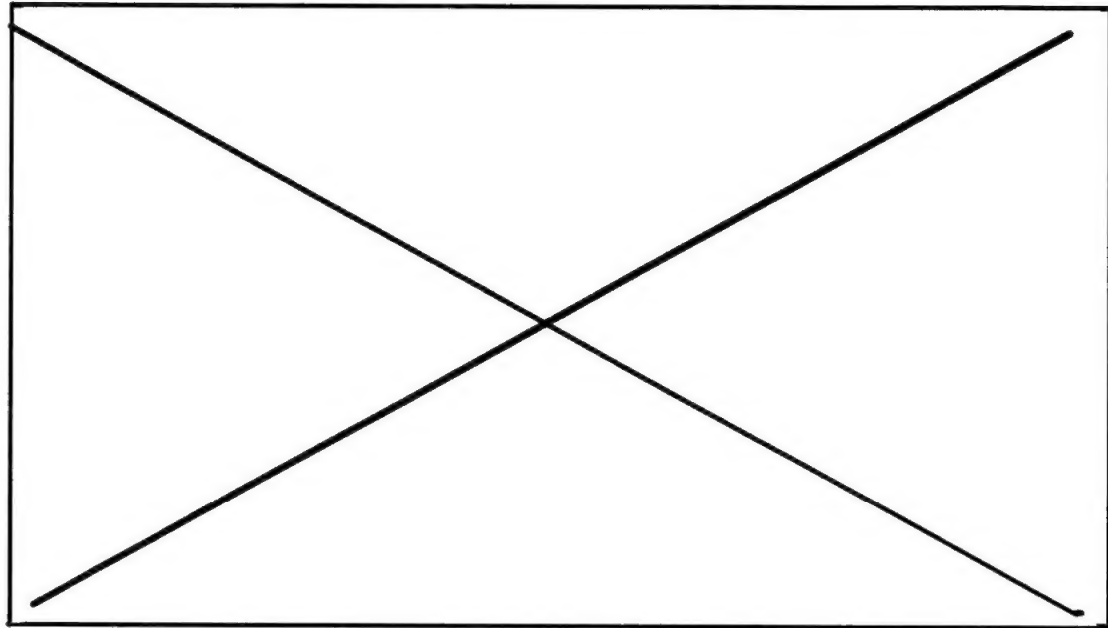
day night



Sc.

Pnl.

Bg.



Page 6A
TWENTY
day night

Dialog:

Action:

Cart Action
- TRUCK OUT -

Timing:

JAN 31 2014

EPISODE # 1025-170
1025/170

Production:

1025/170

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ADVENTURE TIME



NO SC's
6-7

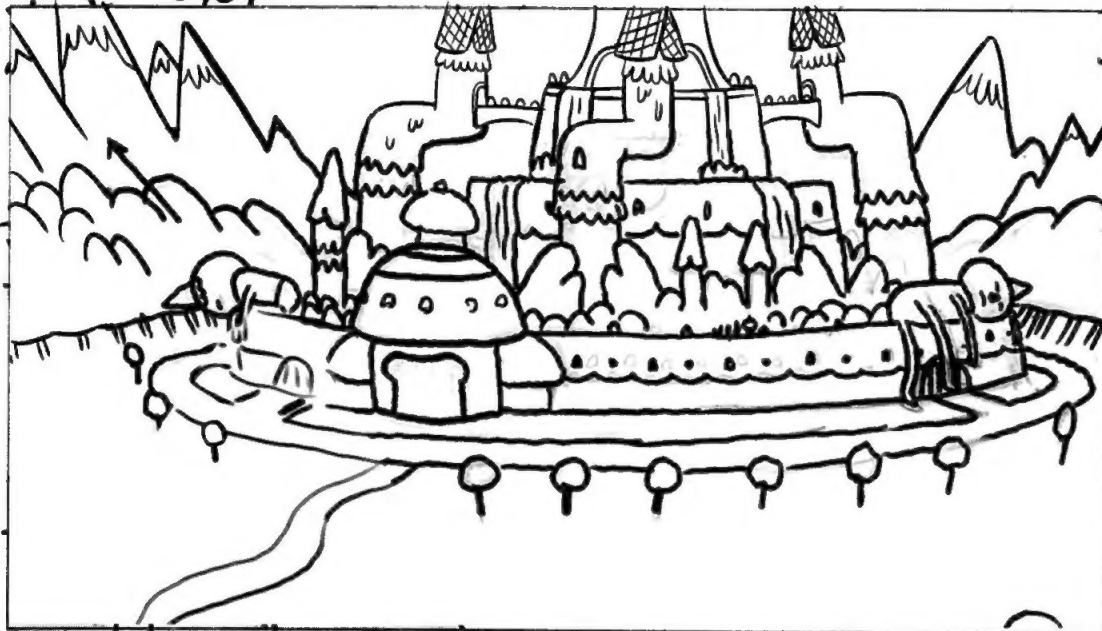
Page 7

Sc. 5 CONT

Pnl. D

Bg.

day night

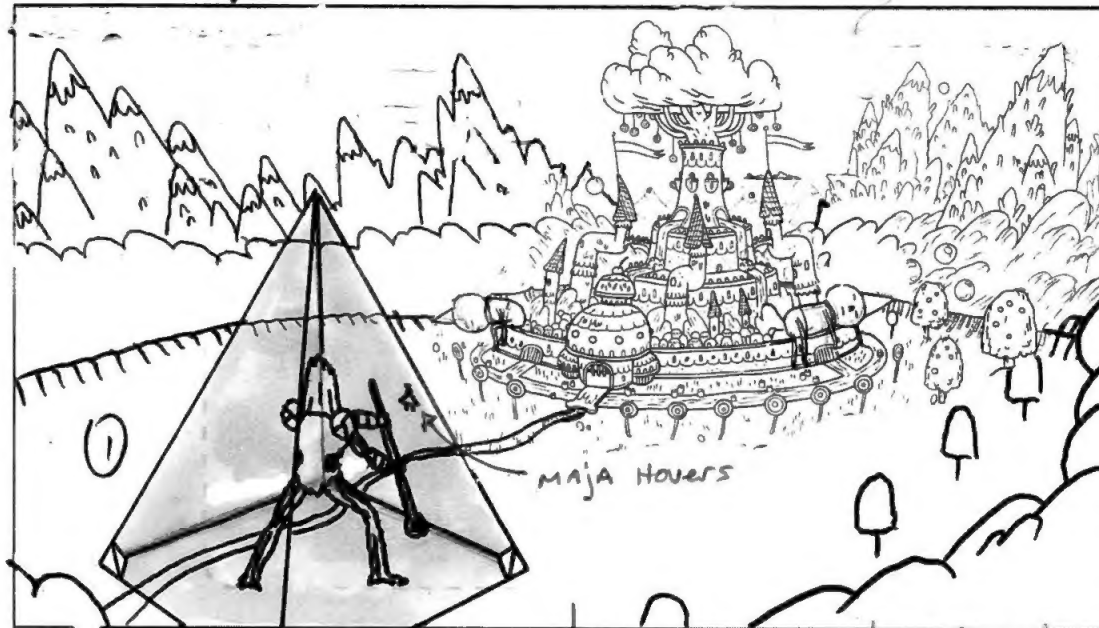


Sc. 5 CONT

Pnl. E

Bg.

day night



Dialog:

Darren / RAARGH!!!

DX FORCE
FIELD

SFX: *WHAM- WHAM!*

Action:

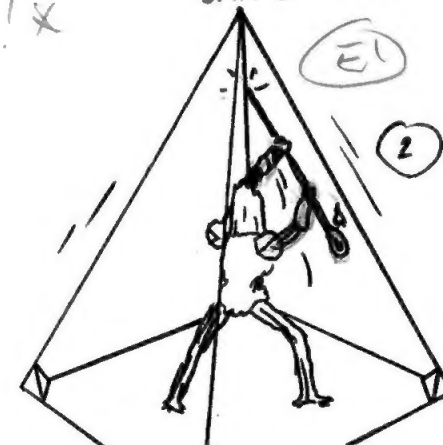
into cam
truck out
① to ②

end truck out
Darren smashing force field
cycle

⑤ / ⑥

Timing:

JAN 31 2014



140
cut

1025-170

EPISODE #

1025/170

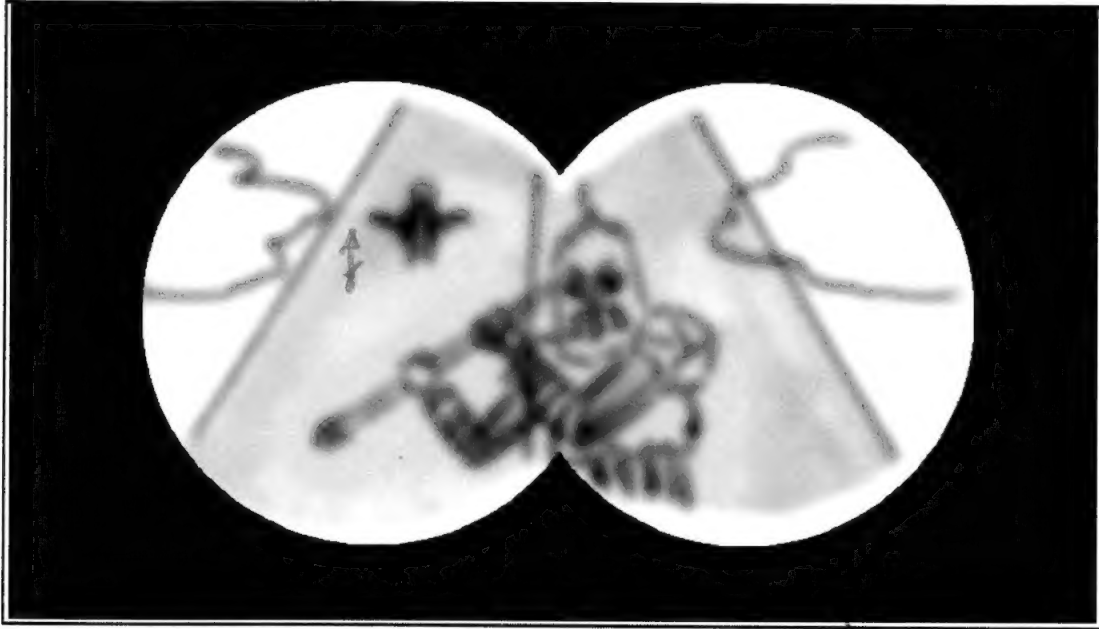
1025/170

ADVENTURE TIME



Page 8

Sc. 08 Pnl. A Bg. day night



Sc. 08 CONT Pnl. B Bg. day night



Dialog:

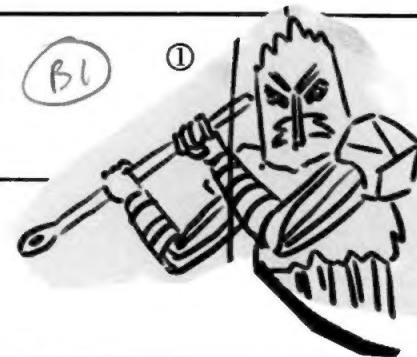
OL
Binoc
Matte

DARREN : RAH!

Action: P.O.V. binoculars

Rack Focus

Timing:



JAN 31 2014

EPISODE # 1025-170

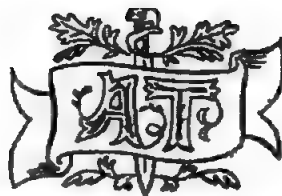
1025/170

Production :

1025/170

1025/170

ADVENTURE TIME



NO SC
9

Page 09

Sc. 08 CONT Pnl. C

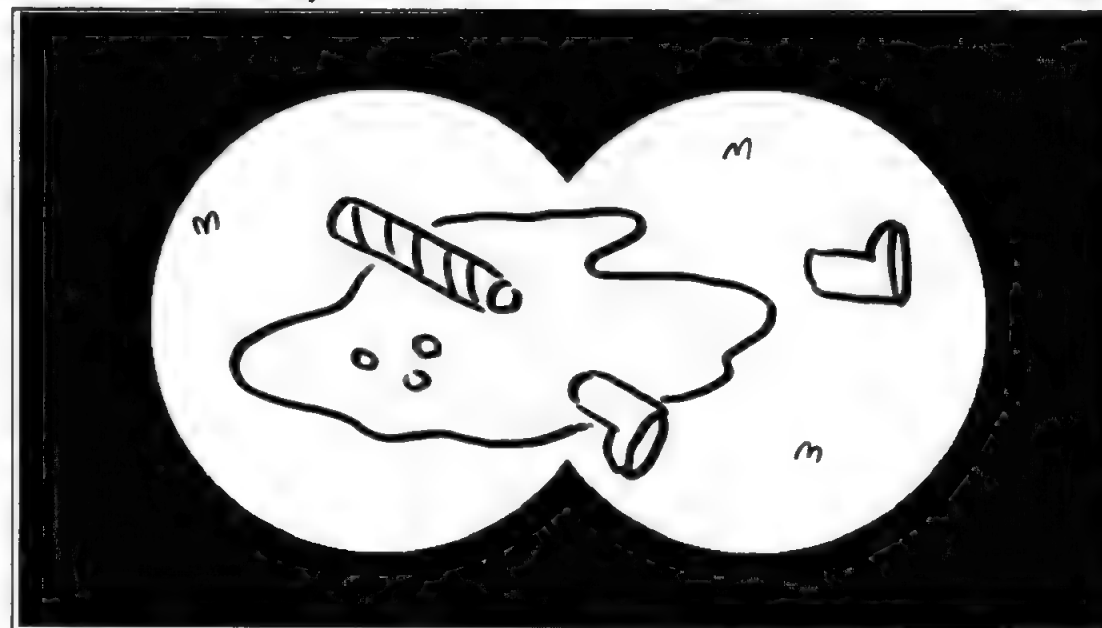
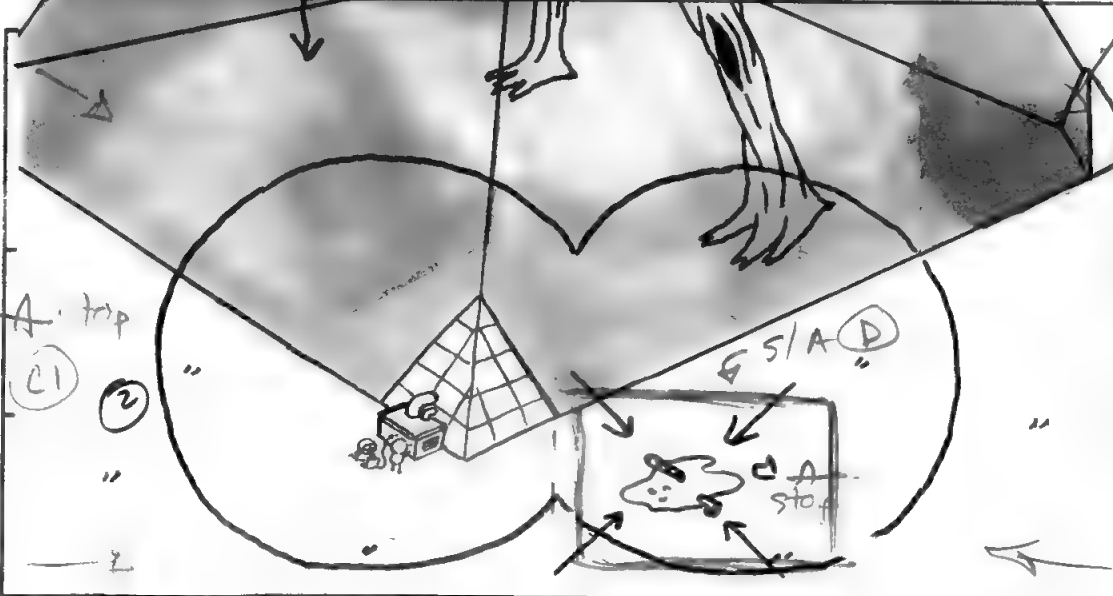
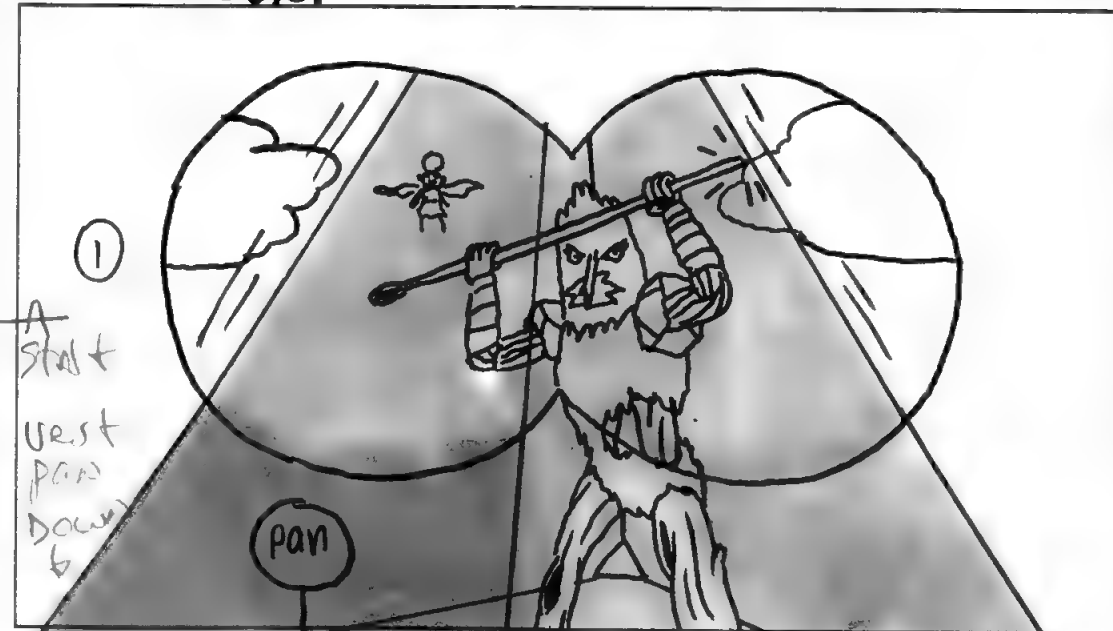
Bg.

day night

Sc. 08 CONT Pnl. D

Bg.

day night



SFX: *WHAM*

Binoc
matt

- binoculars pan down
to body of Root Beer Guy

- truck in on
root beer guy

JAN 31 2014

Drag truck = (Binoc matt.)
w/w

cut

1025-170

EPISODE #

1025/170

Production :

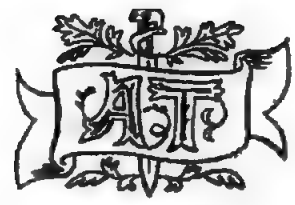
1025/170

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1025/170

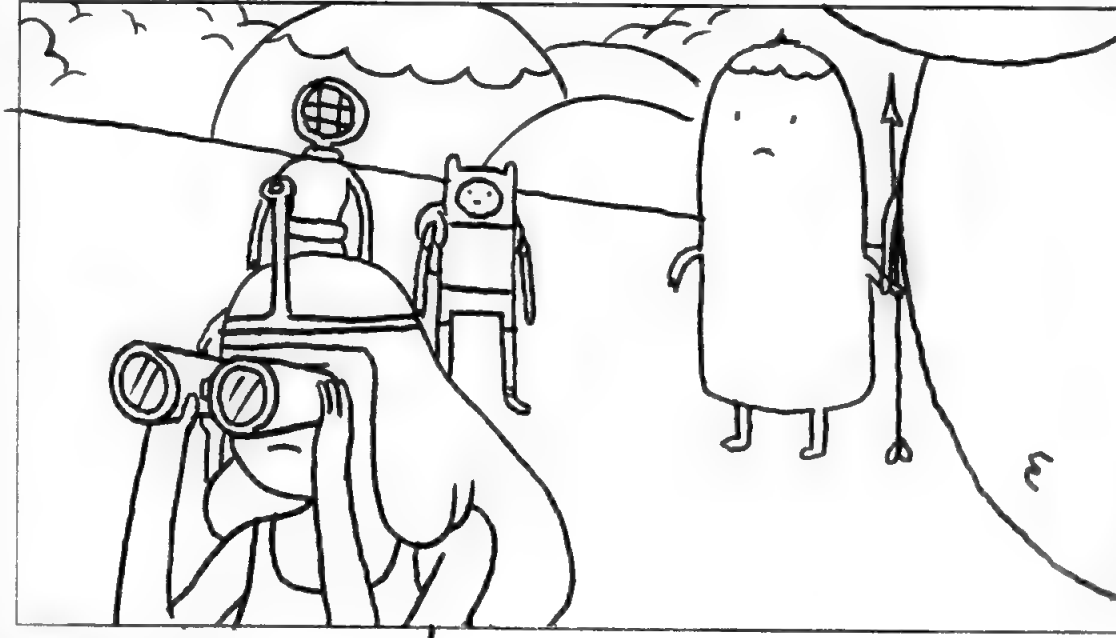
Cut

ADVENTURE TIME

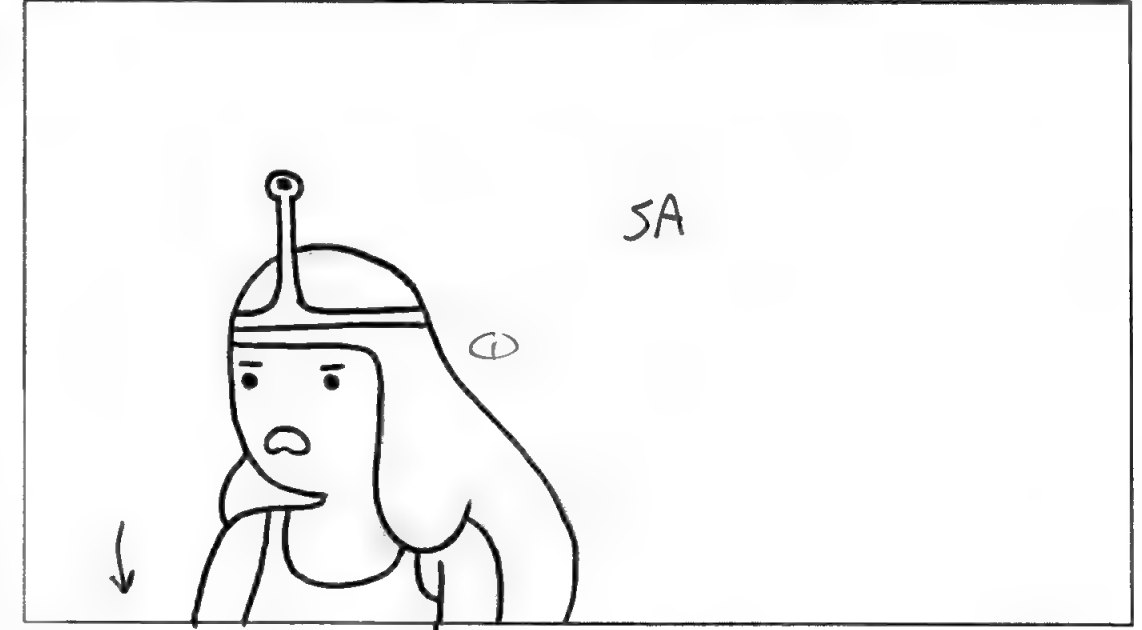


Page 10
day night

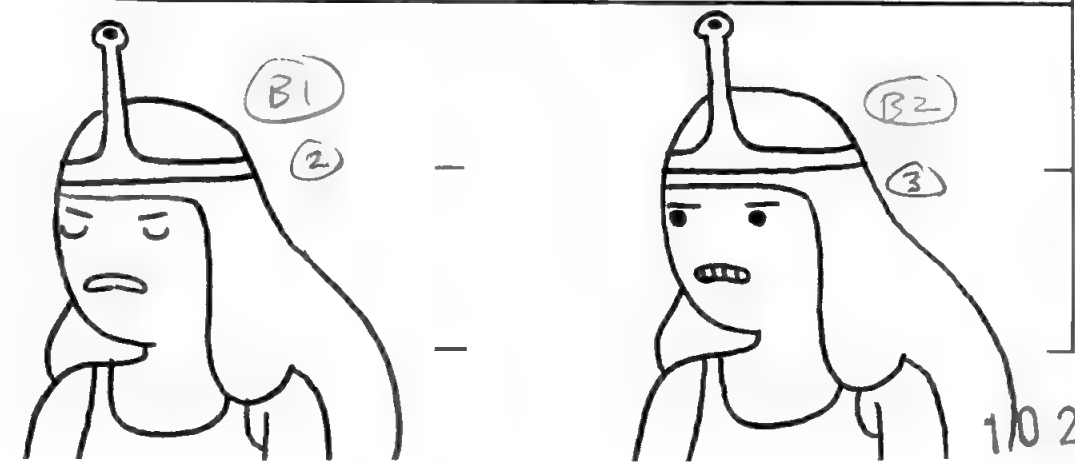
Sc. 10 Pnl. 4 Bg. day night



Sc. 10 CONT Pnl. B Bg. day night



Dialog:	
PB/ Rest in peace Root Beer Guy.	
JAN 3 1 2014	
Action:	
Timing:	



Cut

EPISODE# 1025-170

1025/170

Production :

1025/170

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ADVENTURE TIME

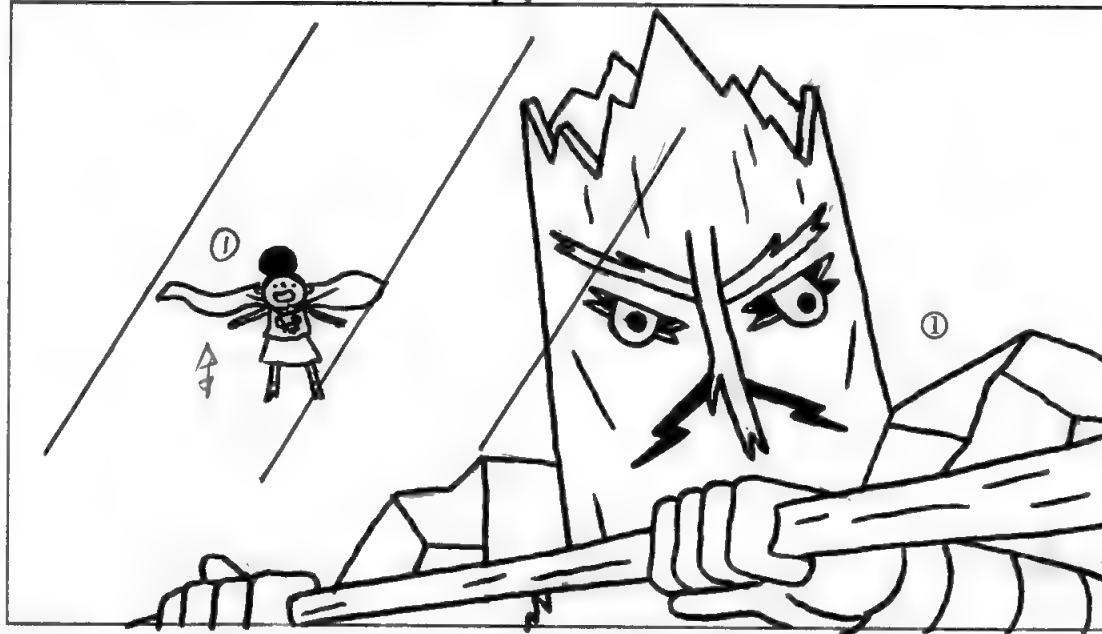


HO
Cut

Page 11
day night

HO
Cut

Sc. 11 Pnl. A Bg. day night



Sc. 12 Pnl. A Bg. day night



Dialog: Maja ① Give up now, princess

Maja / (cont) ① and I, Maja the SKY witch--

Action:

Timing:



JAN 31 2014

Production :

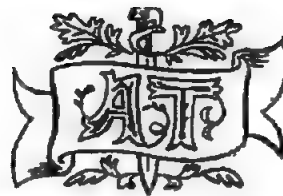
EPISODE # 1025-170
DARREN

1025/170

1025/170

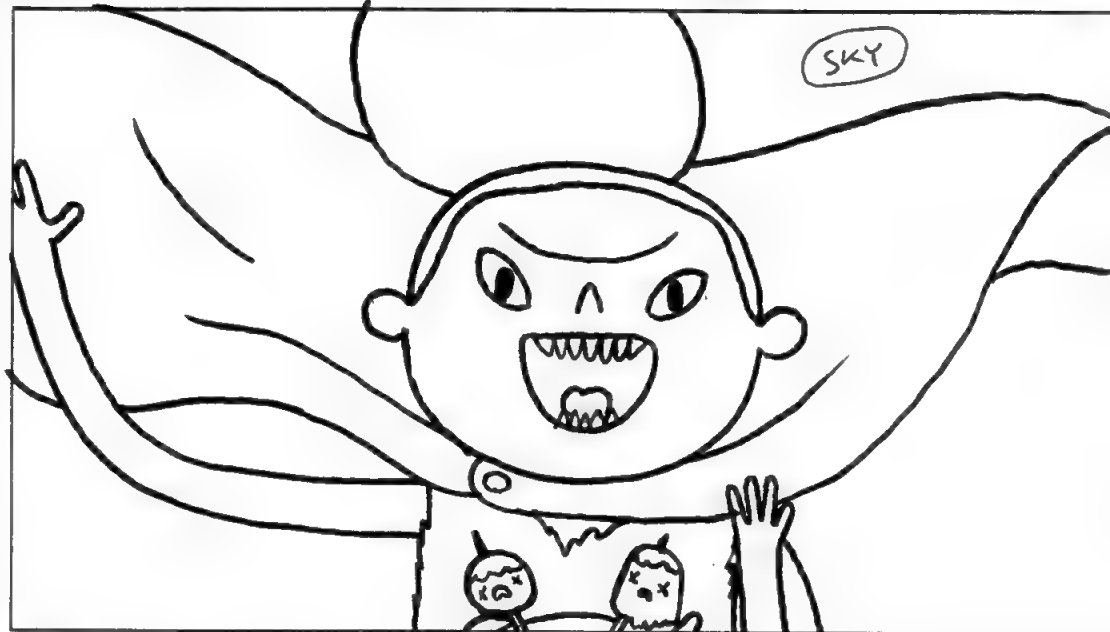
Hu
cut

ADVENTURE TIME

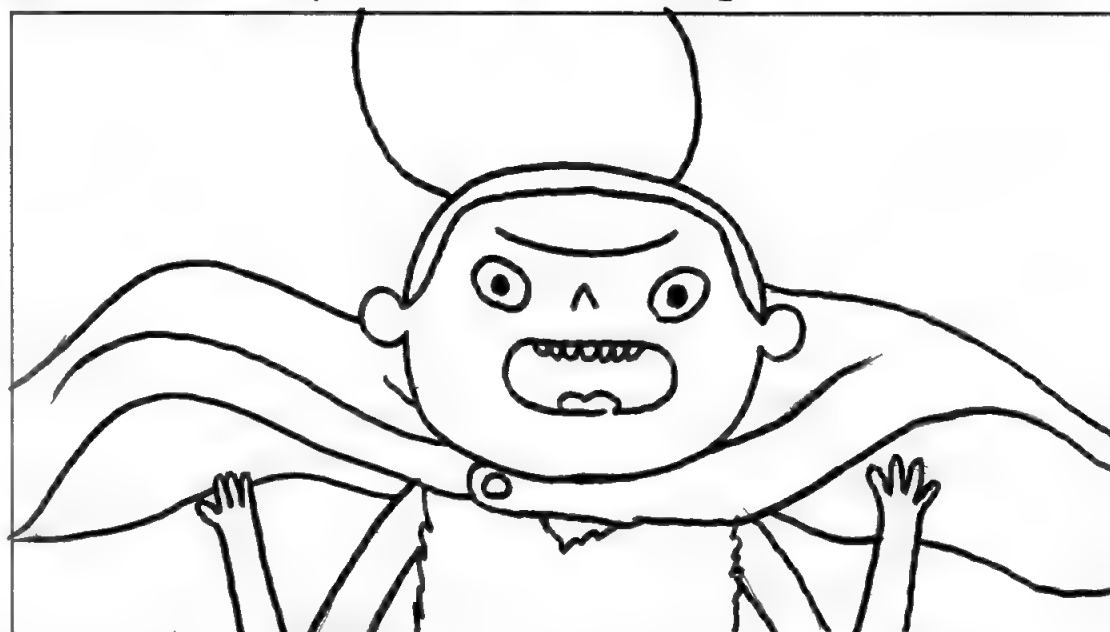


Page 12

Sc. 13 Pnl. A Bg. day night



Sc. 13 CONT Pnl. B Bg. day night



Dialog:

Maja(cont) / -promise to not —————→ completely -

Action:

Timing:

JAN 31 2014

Production :

EPISODE #

1025-170

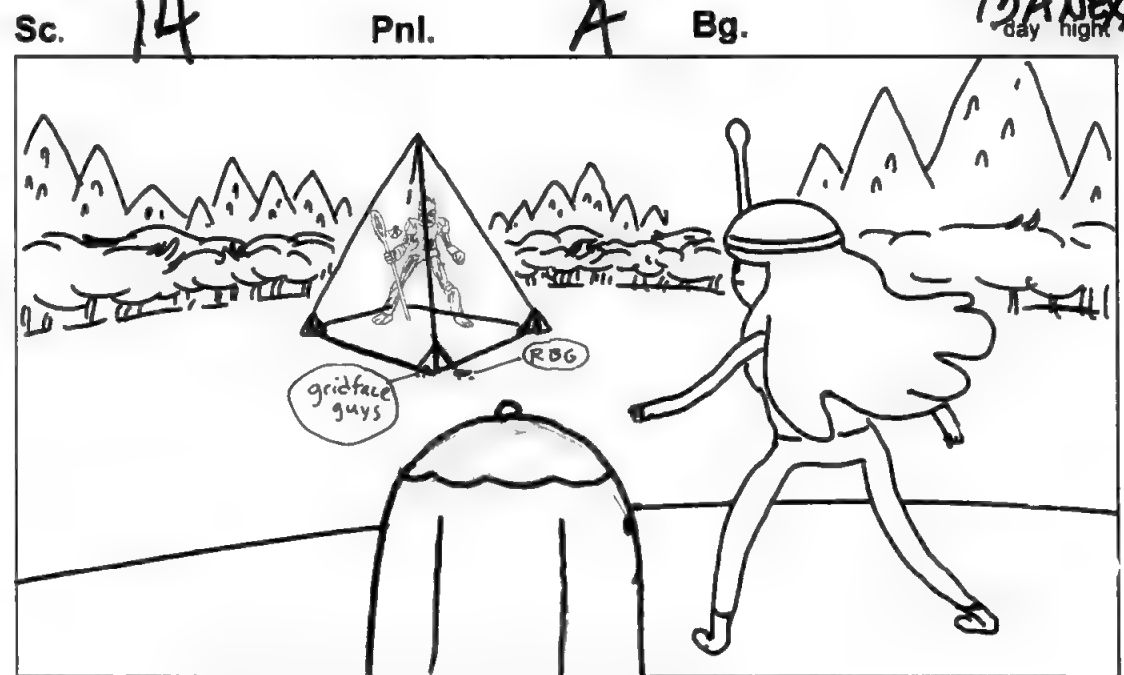
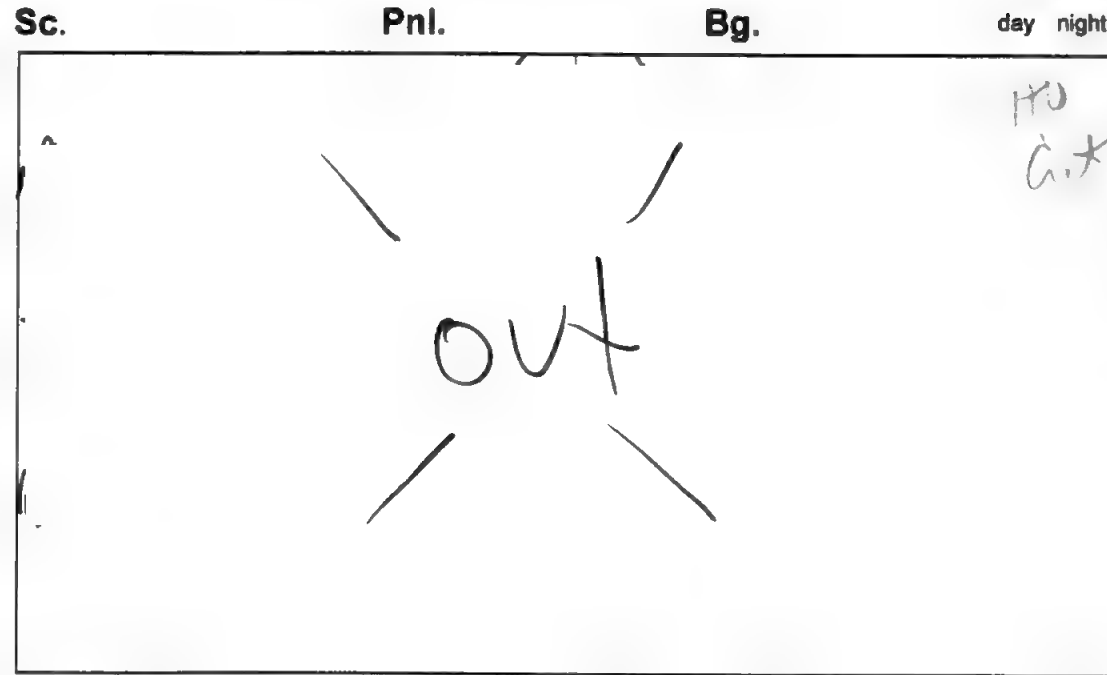
1025/170

1025/170

ADVENTURE TIME



Page 13
13 ANE HU
day night Cut



Dialog:	(MAJA) / (CONT.) DUNK UP YOUR -
Action:	
Timing:	JAN 31 2014

EPISODE #

Production :

1025-170

1025/170

1025/170

ADVENTURE TIME



HD
cut

Cut

Page 13A
14 NEXT
day night

Sc. 14A

Pnl. A

Bg.

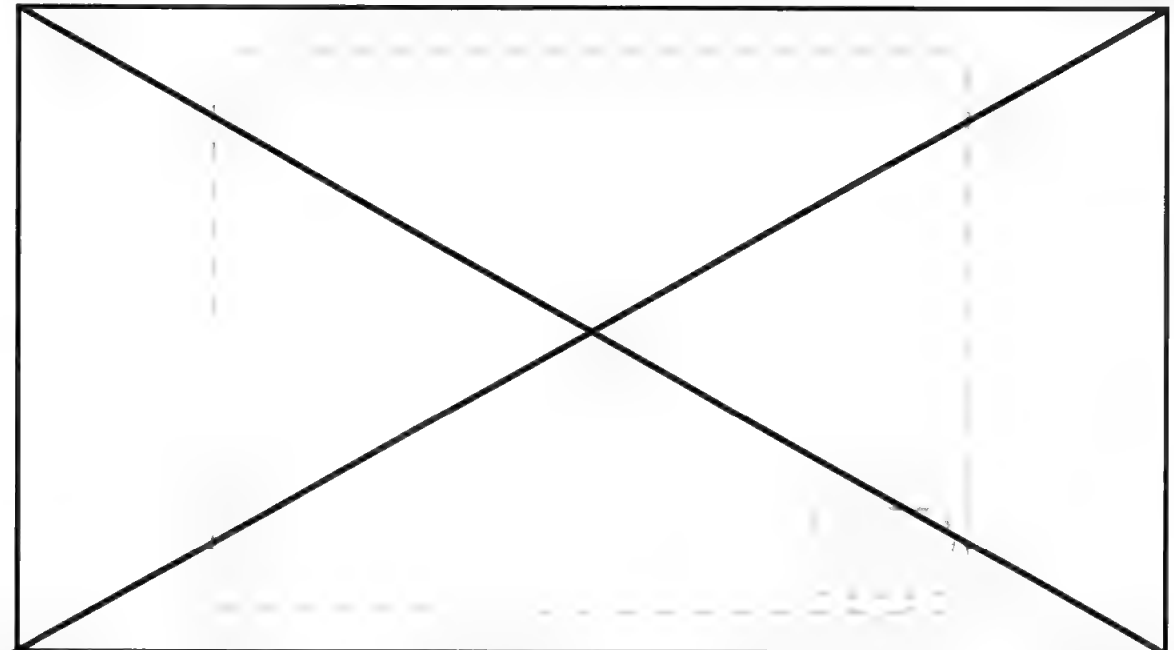
WATERFALL

day night

Sc.

Pnl.

Bg.



Dialog:

Maja(o.s.)/ KINGDOM!

Action:

(A) ②



JAN 3 1 2014

Timing:

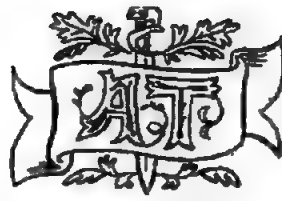
EPISODE # 1025-170

1025/170

Production:

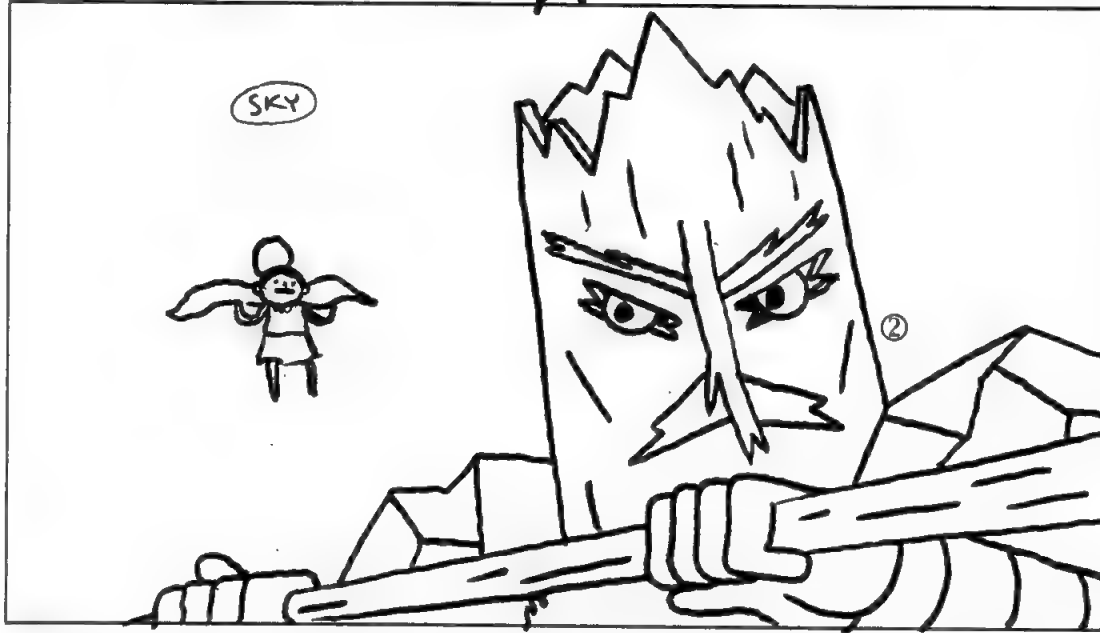
1025/170

ADVENTURE TIME

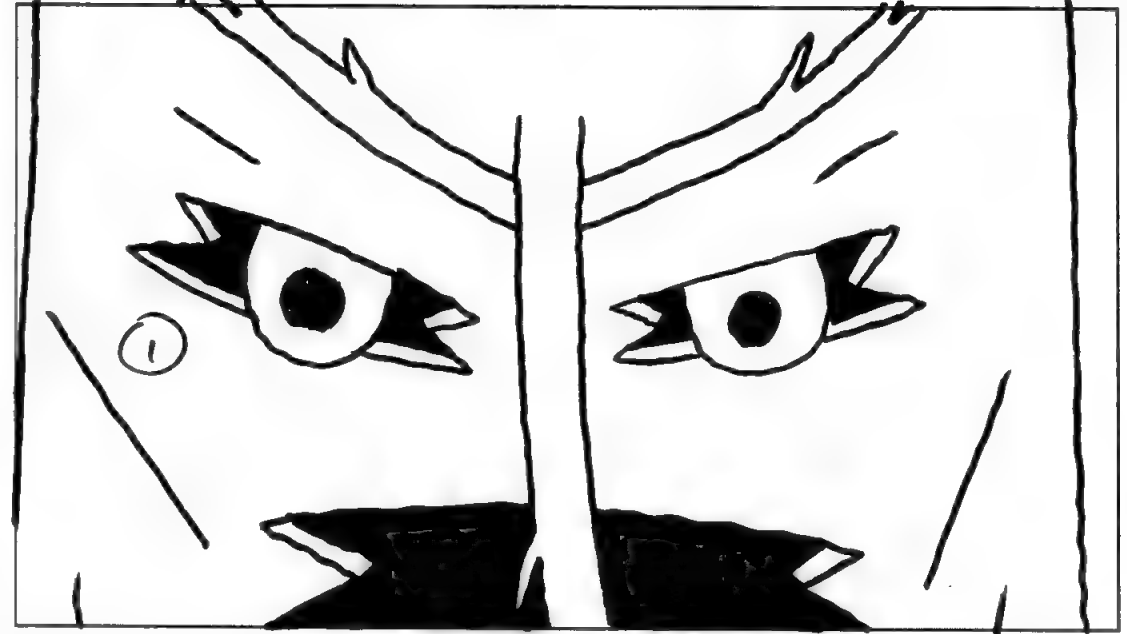


Page 14

Sc. 15 Pnl. A Bg. day night



Sc. 16 Pnl. A Bg. day night



Dialog:

Darren! I make no such promise!

Darren! Darren must feed!

Action:

Timing:



JAN 31 2014

EPISODE #

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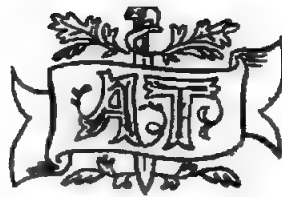
Production :

1025/170

1025/170

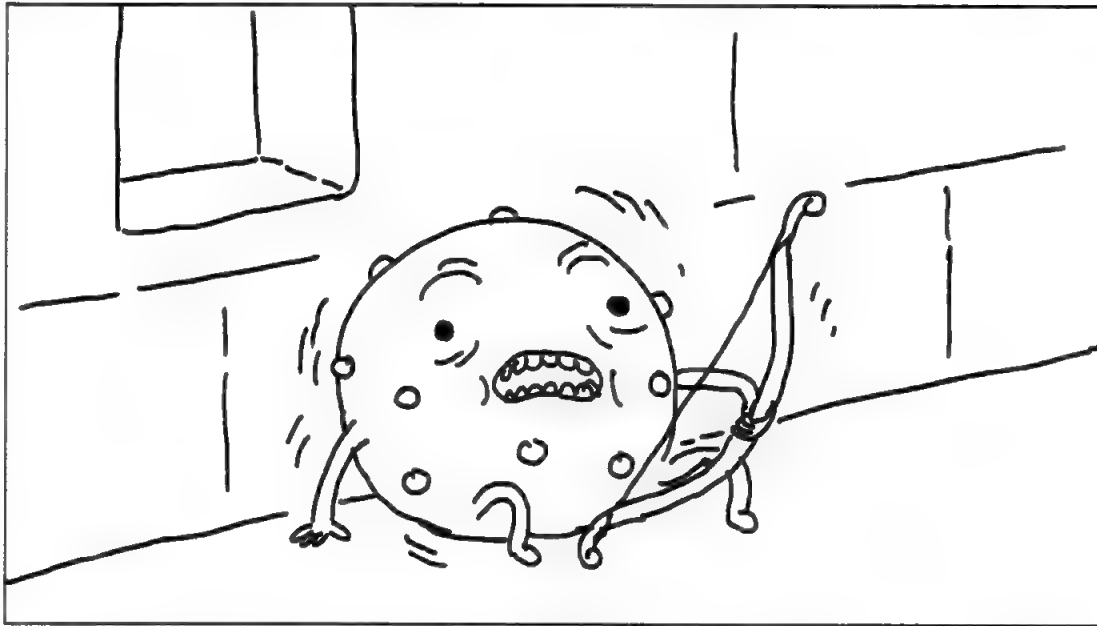
Cut

ADVENTURE TIME

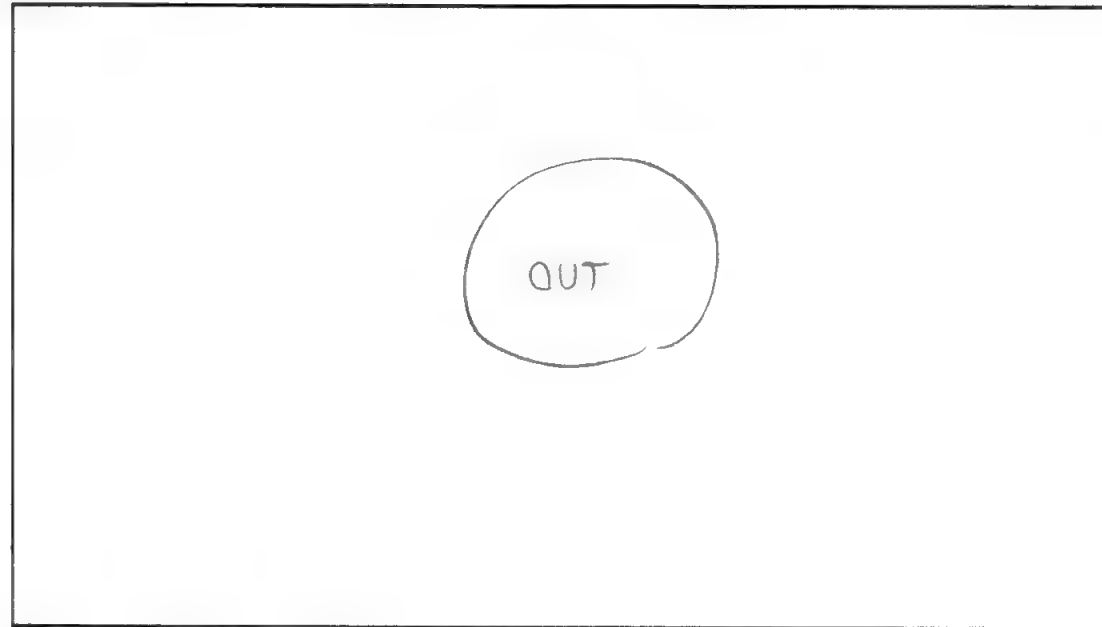


Cut

Sc. 17 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog: crunchy/ oh glob ahhh!!

Action: - CRUNCHY SHAKES IN FEAR.

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Timing:

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Production :

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1025/170

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1025/170

Cut

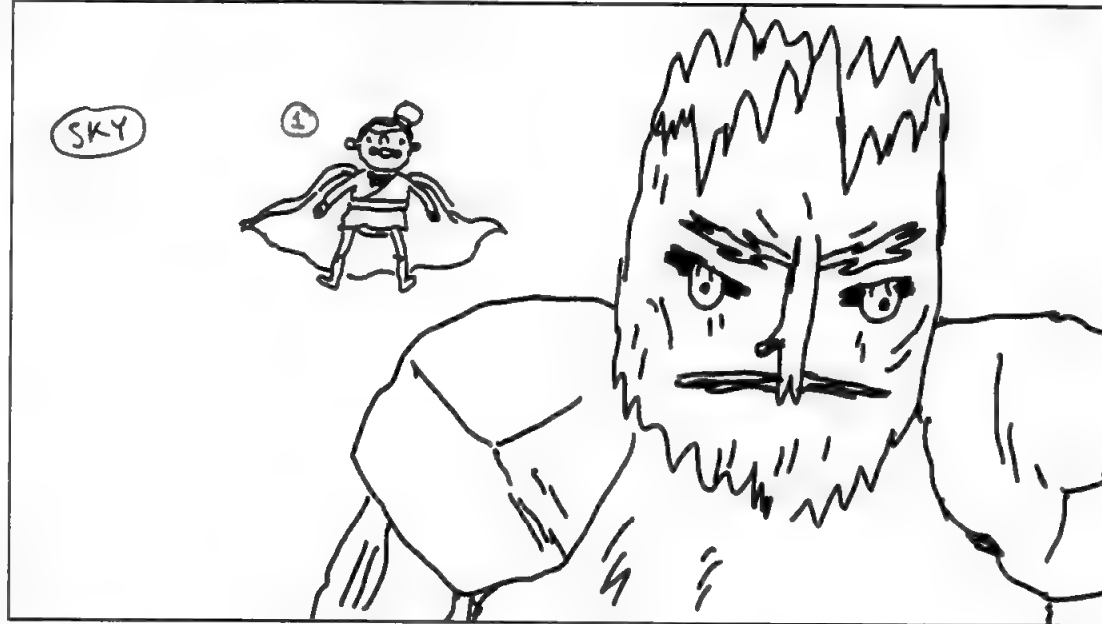
ADVENTURE TIME



Page 16


Cut

Sc. 18 Pnl. A Bg. day night



Sc. 18 CONT Pnl. B Bg. day night



Dialog:	(MAJA) / (1) OH WELL, (2) HA HA! (A) (AI)	(MAJA) / WHAT CAN YOU DO?
Action:	(2) (AI) 	- MAJA SHRUGS.
Timing:		

JAN 31 2014

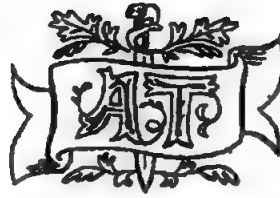
EPISODE# 1025-171
1025/170
Production :

102 170

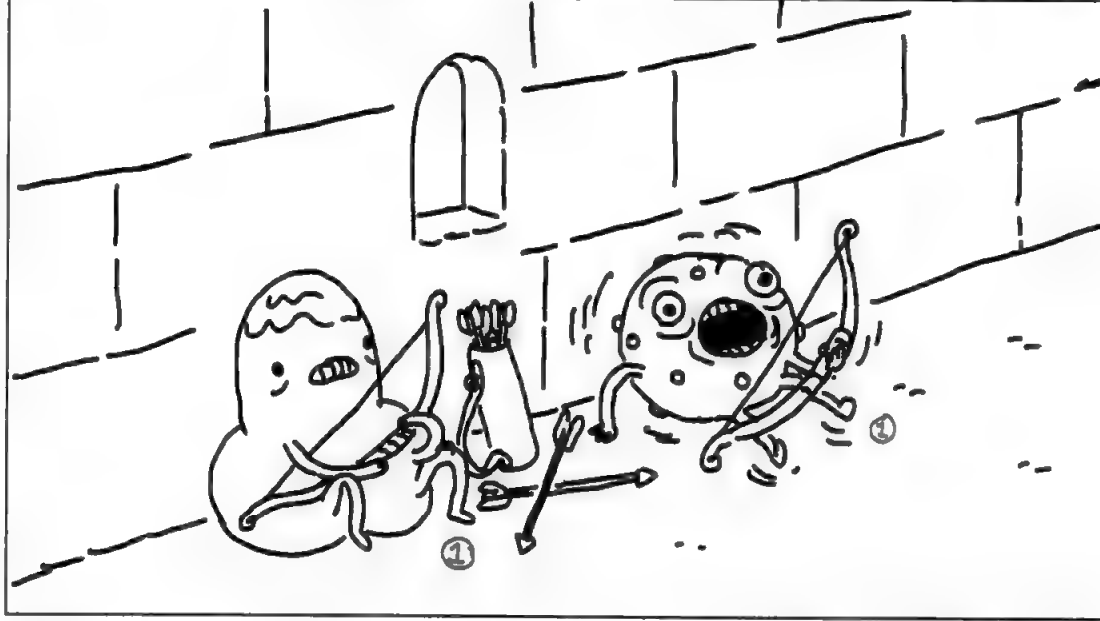
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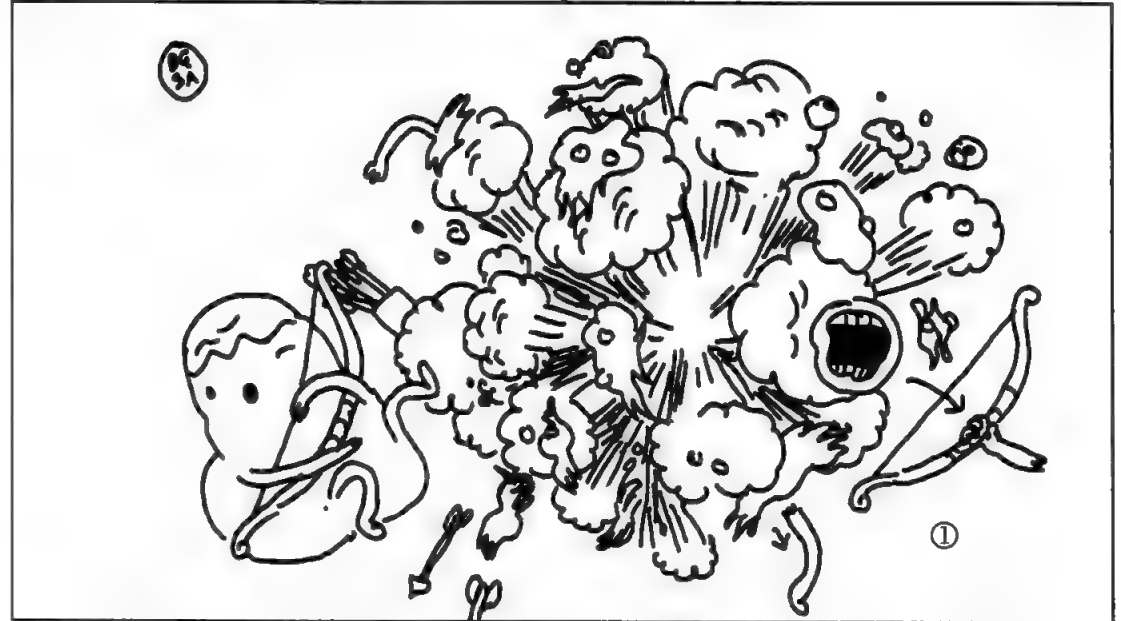
ADVENTURE TIME



Sc. **19** Pnl. **A** Bg. day night



Sc. **19 CONT** Pnl. **B** Bg. day night



Dialog: Candy Soldier (1) / Crunchy, chill! chill!

CRUNCHY / AHH!

SFX / SHHPOW!!!

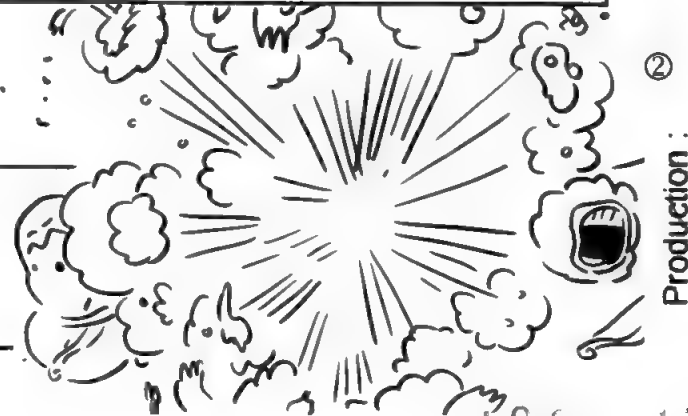
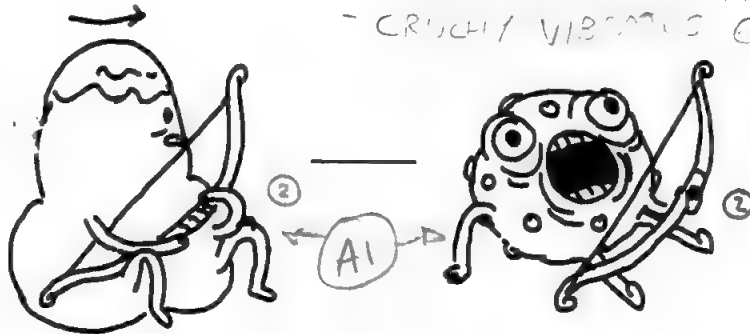
JAN 31 2014

(B1)

Action: - CRUNCHY VIBRATES EVEN FASTER

CRUNCHY BLOWS UP.

Timing:



Production :

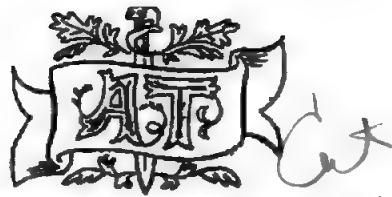
EPISODE # 1025-170

1025/170

102: 170

Cut

ADVENTURE TIME

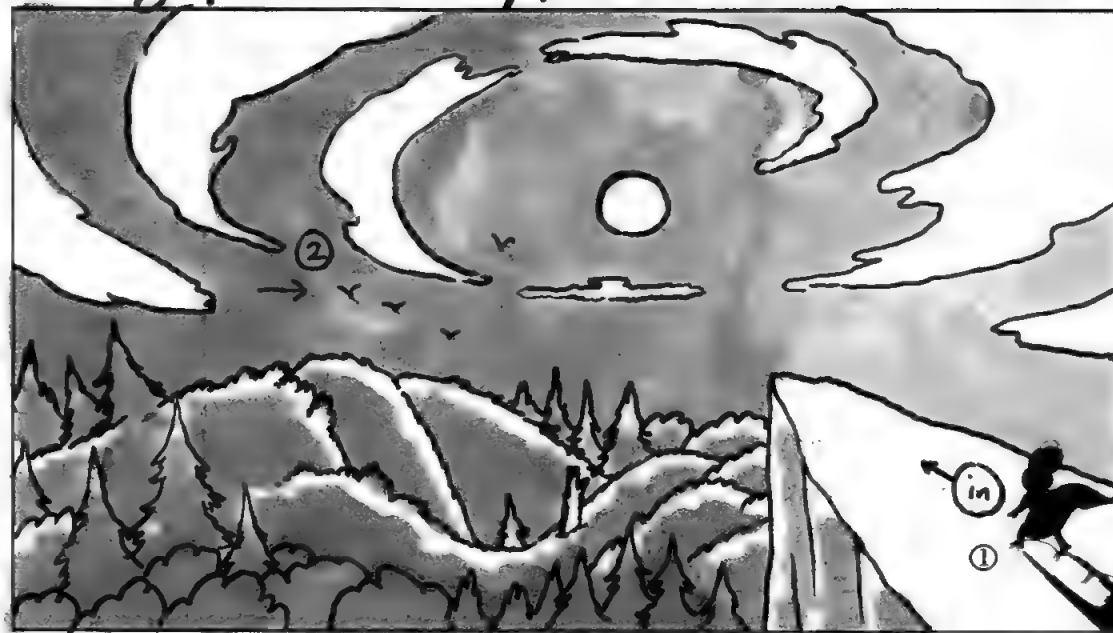


Page 18

Sc. 20 Pnl. A Bg. day night



Sc. 21 Pnl. A Bg. day night



Dialog:

Action:

Timing:

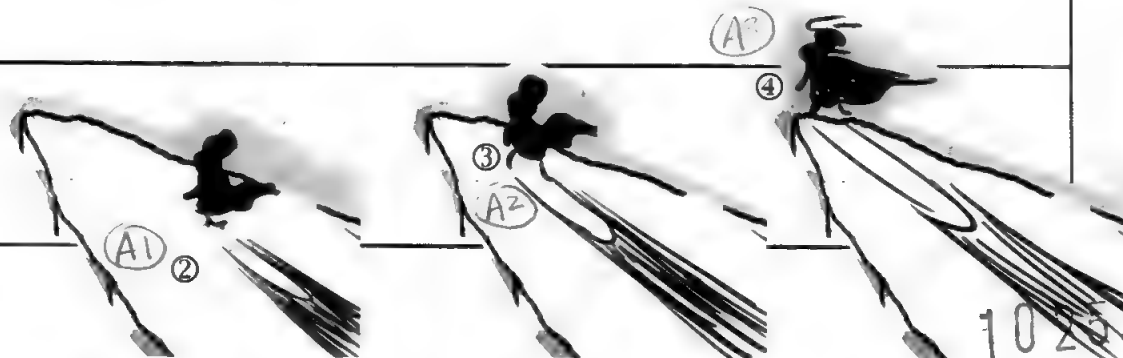


(A1)

Birds

- Maja walks to edge of cliff

JAN 31 2014



Production :

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1025/170

1025/170

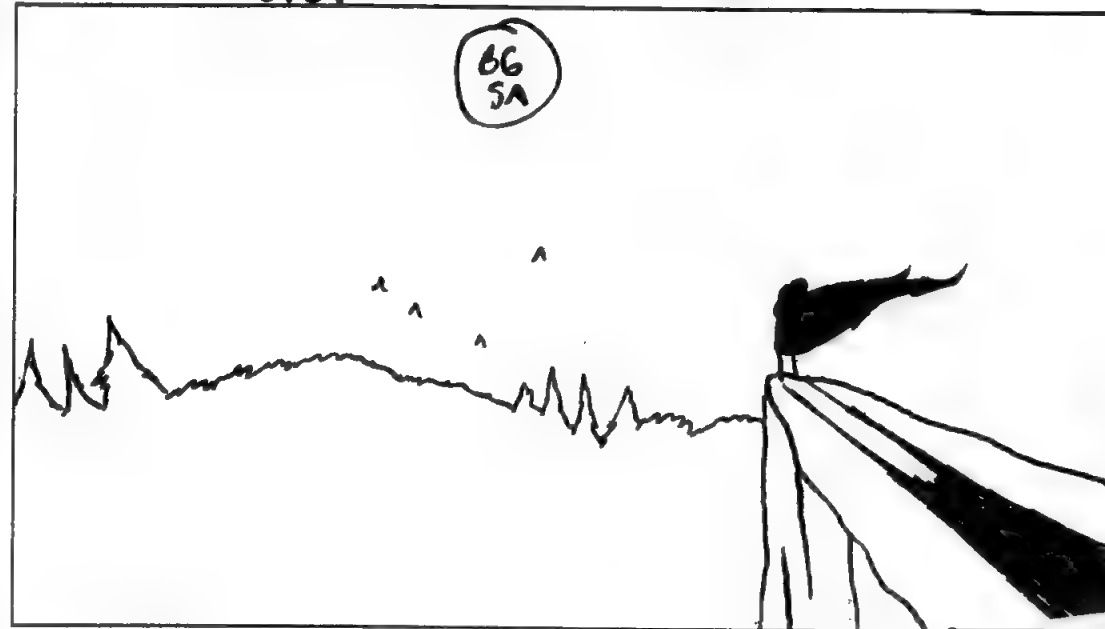
1025/170

ADVENTURE TIME



Cut

Sc. 21 CONT Pnl. B Bg.



Dialog:

Action: cape flapping in the wind

Timing:

Pg. 22

Pnl. A Bg.

Page 19
day night



Maja Keepers of the clock, masters of dimension.



JAN 31 2014

EPISODE #
1025-170

1025/170

Production :

1025/170

ADVENTURE



Page 20

Sc. 22 CONT Pnl. B



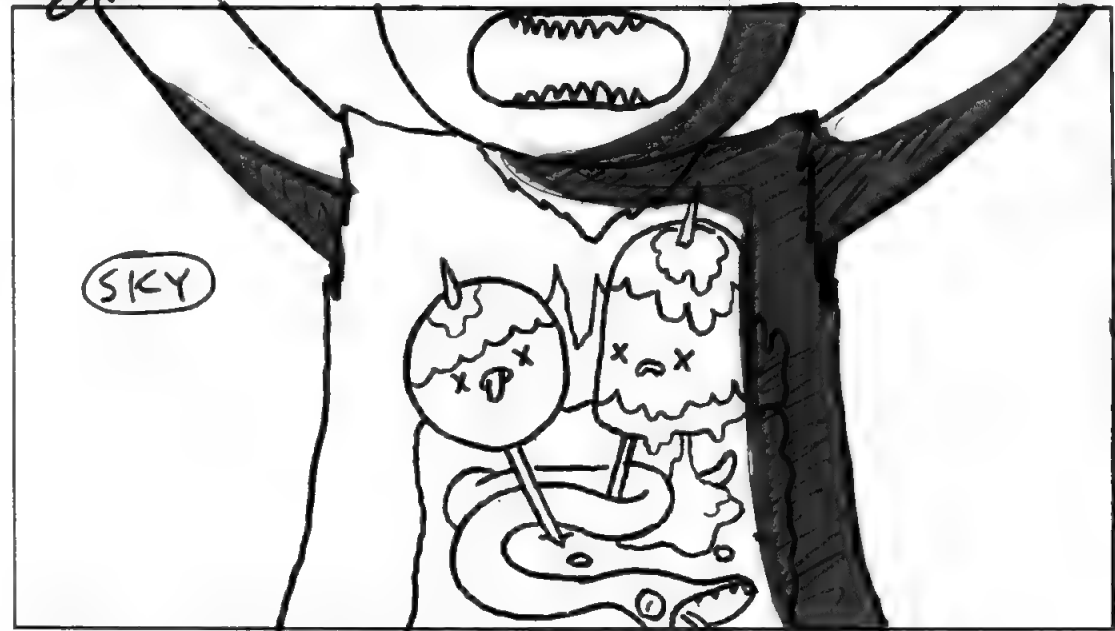
ight

Sc. 23

Pnl. A

Bg.

day night



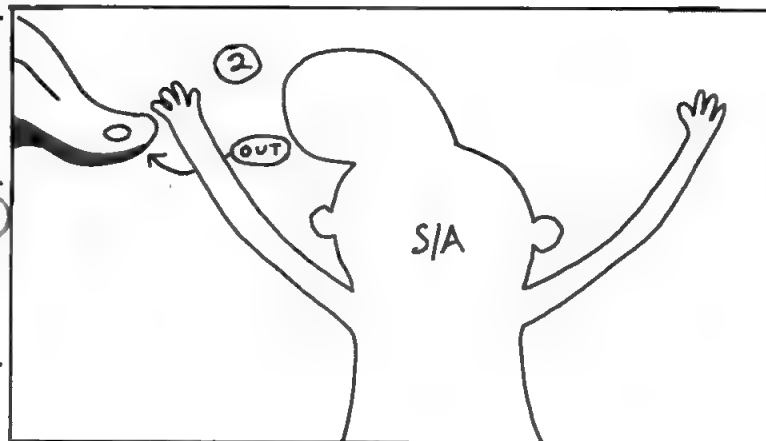
Dialog: Maja / BEAR WITNESS!

Maja / BY MY POWER ...

Action: - MAJA THROWS OFF CLOAK REVEALING
PB'S ROCK SHIRT.

Timing:

(B1)



JAN 31 2014

Production :

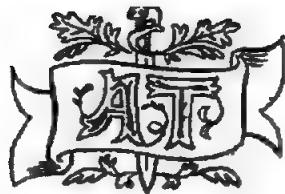
EPISC

-17L

1025/170

1025/170

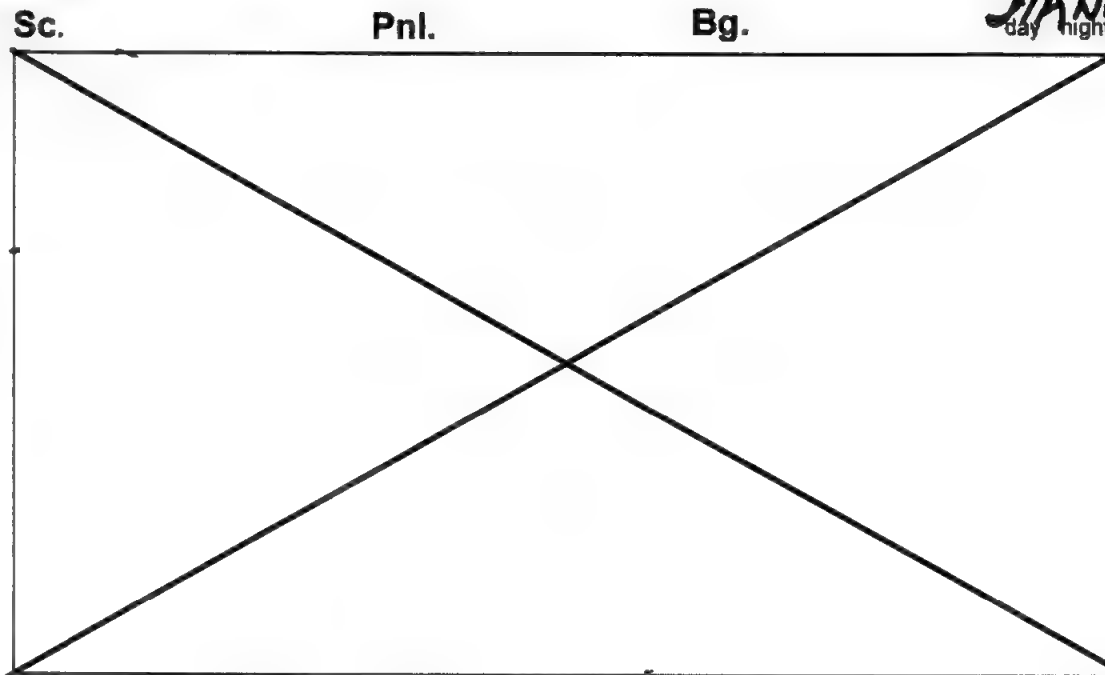
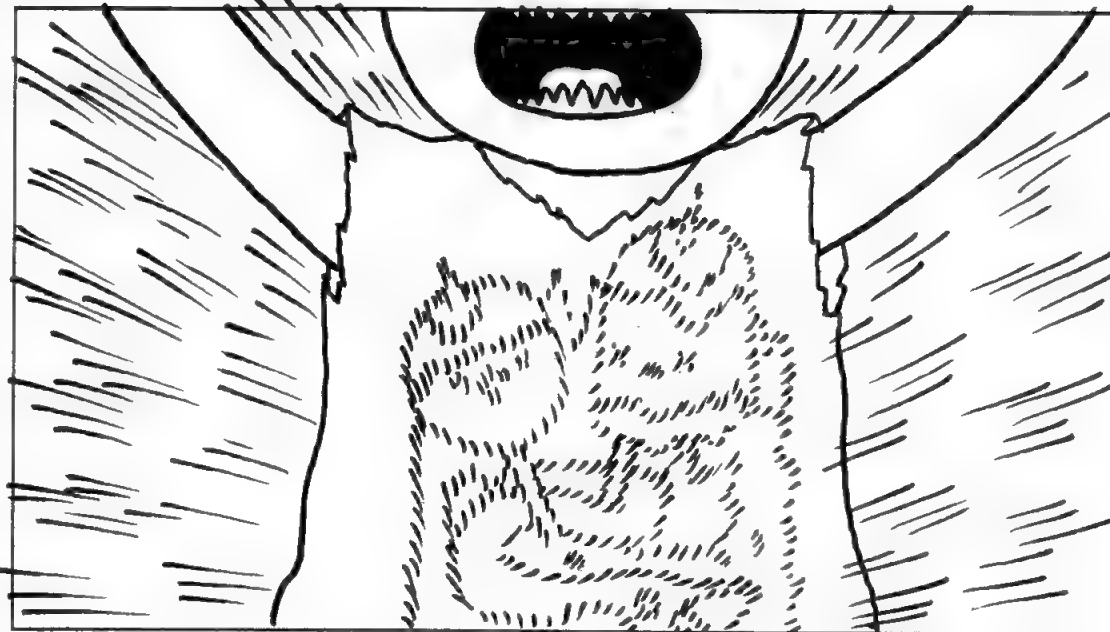
ADVENTURE TIME



Cut

Page **21**
3/1A NEXT
day night

Sc. **23 CONT** Pnl. **B** Bg. day night



Dialog: Maja I compell you to converge!

Action: shirt glows with power

Timing:

JAN 31 2014

EPISODE # 1025-170

1025/170

Production :

1025/170

1025/170



ADVENTURE TIME

Sc. 23A

Pnl. A

Bg.

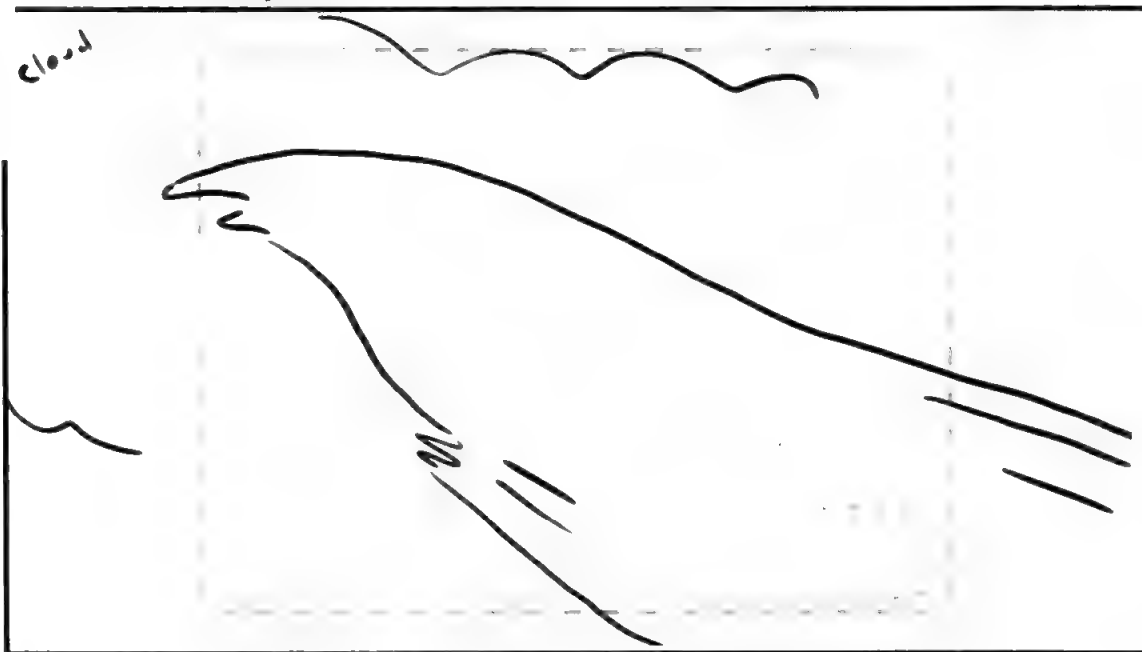


Sc. 23A

CONT

Pnl. B

Bg.



Page 21A

21B NEXT
day night

Dialog:

Action:

Timing:



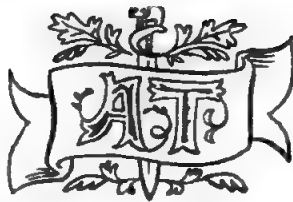
JAN 31 2011

EPISODE # 1025-170
1025/170

Production:

1025/170

ADVENTURE TIME



Cut

Page 21B

22-NEO
day night

Cut

Sc. 23A *cont*

Pnl. C

Bg.

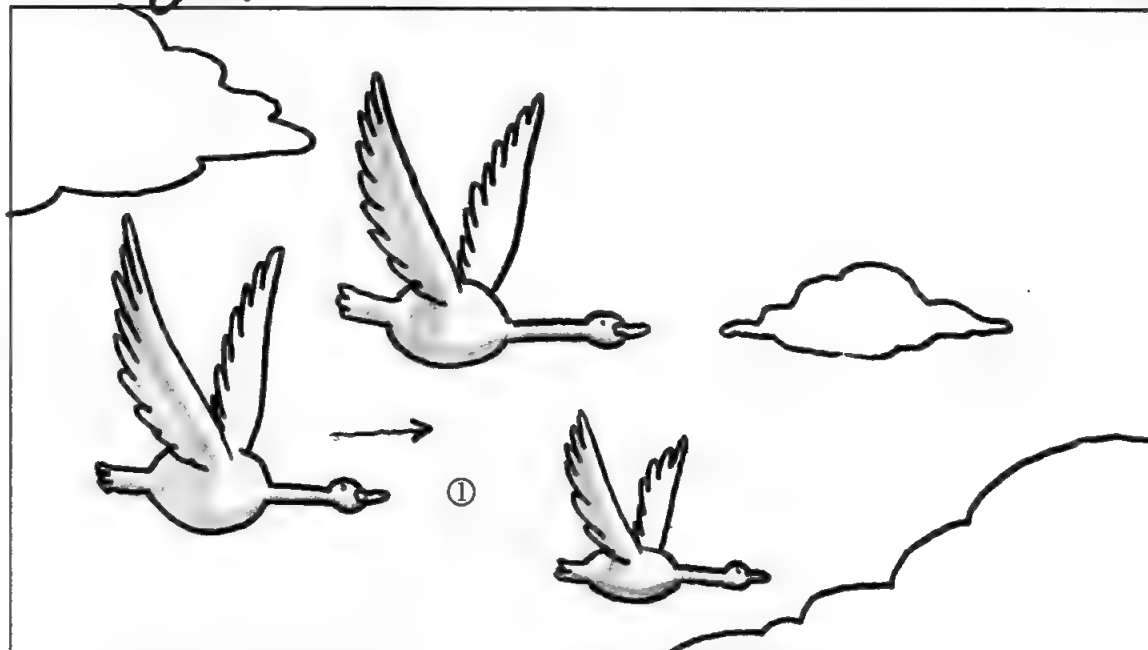
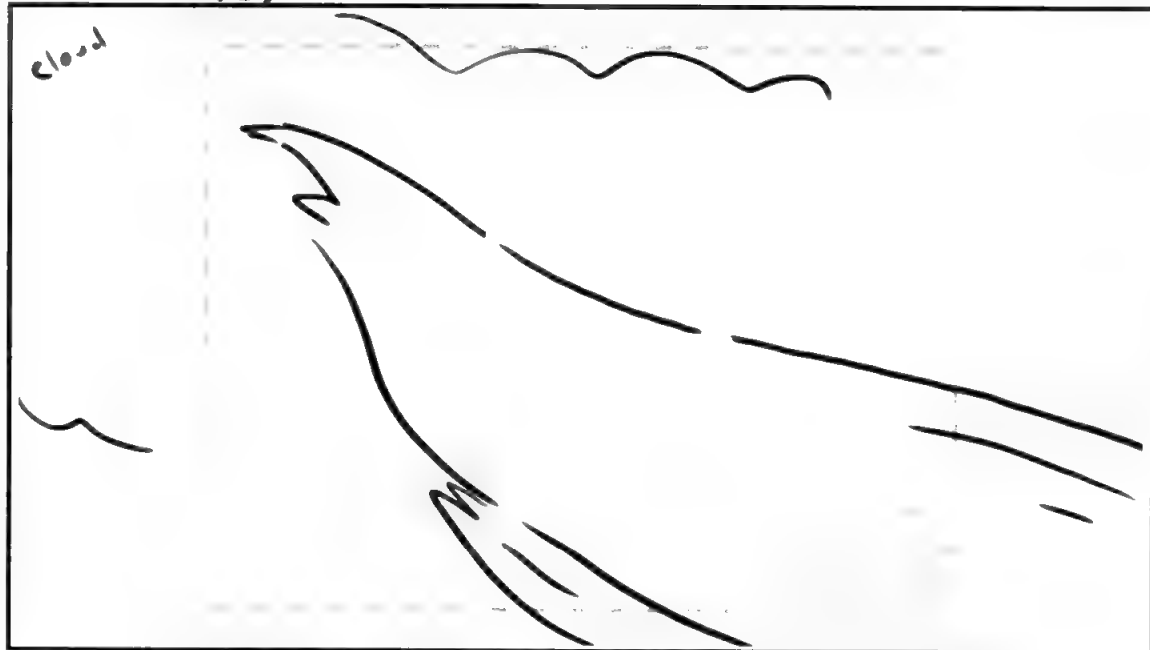
day night

Sc.

24

Pnl. A

Bg.



Dialog:

Action:

Timing:

Majal Past and present

*(birds slow to a stop
mid flight)*

JAN 31 2014



EPISODE # 1025-170

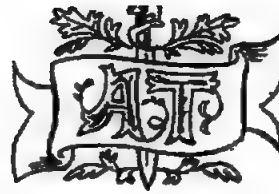
1025/170

Production:

1025/170

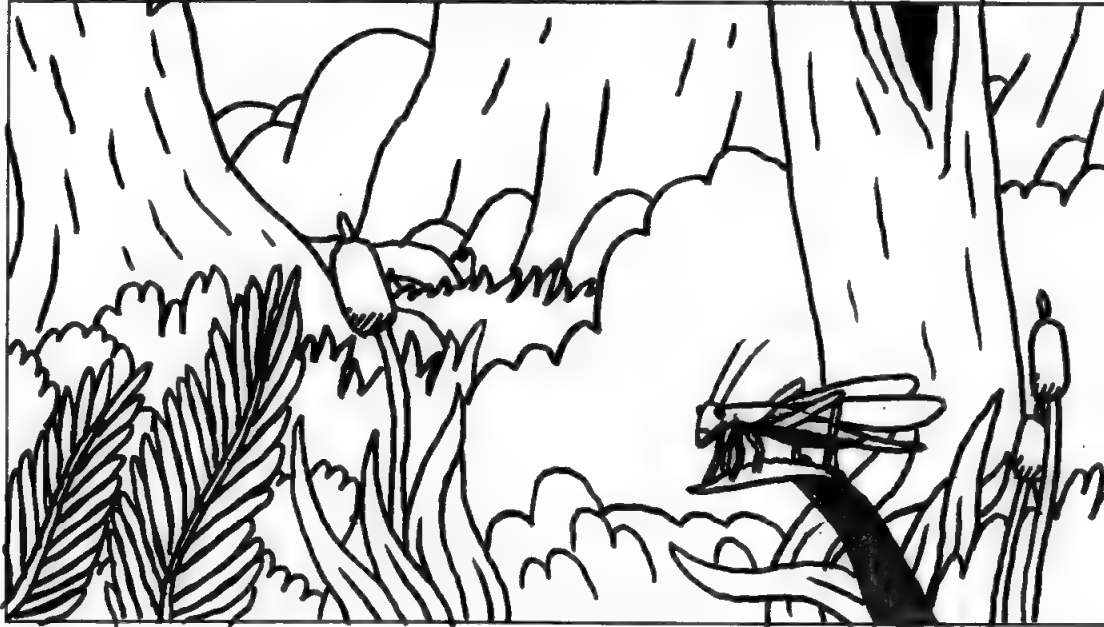
Cut

ADVENTURE TIME



Page 22

Sc. 25 Pnl. A Bg. day night



Sc. 26 PNL. A Bg. day night

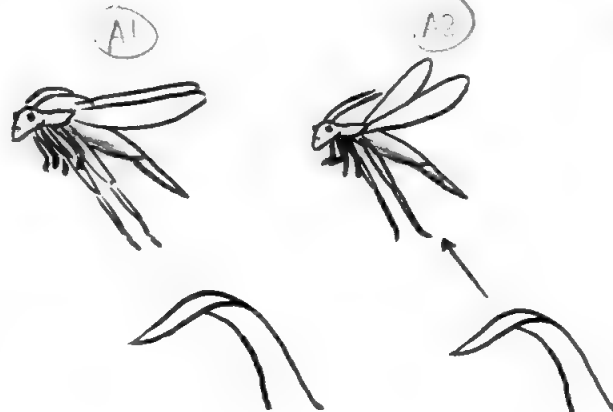


Dialog: Maja - BE ONE!

Maja Awaken the terror of a forgotten age ...

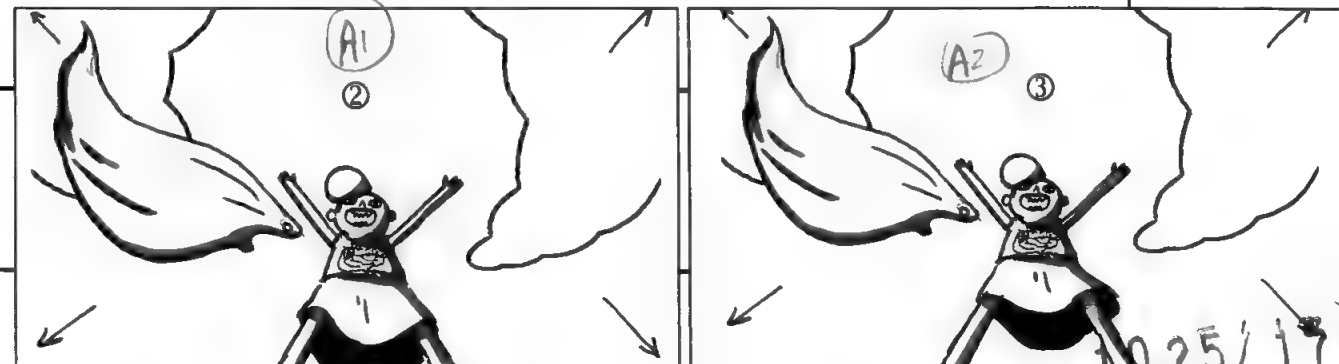
Action: (grasshopper slow to stop)

Timing:



cape frozen in the air truck out

JAN 31 2014

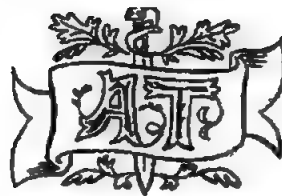


EPISODE # 1025-170

1025/170

1025/170

ADVENTURE TIME



Page 23

Sc. 26 cont Pnl. B Bg. day night



Sc. 26 cont Pnl. C Bg. day night



Dialog: Maja In this moment that is all moments — an endless dream

Action:

- CONTINUE TRUCKING OUT

Timing:

JAN 31 2014

EPISODE #

1025-170

Production :

1025/170

1025/170

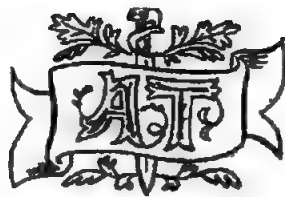
Cut

1025/170

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Cut

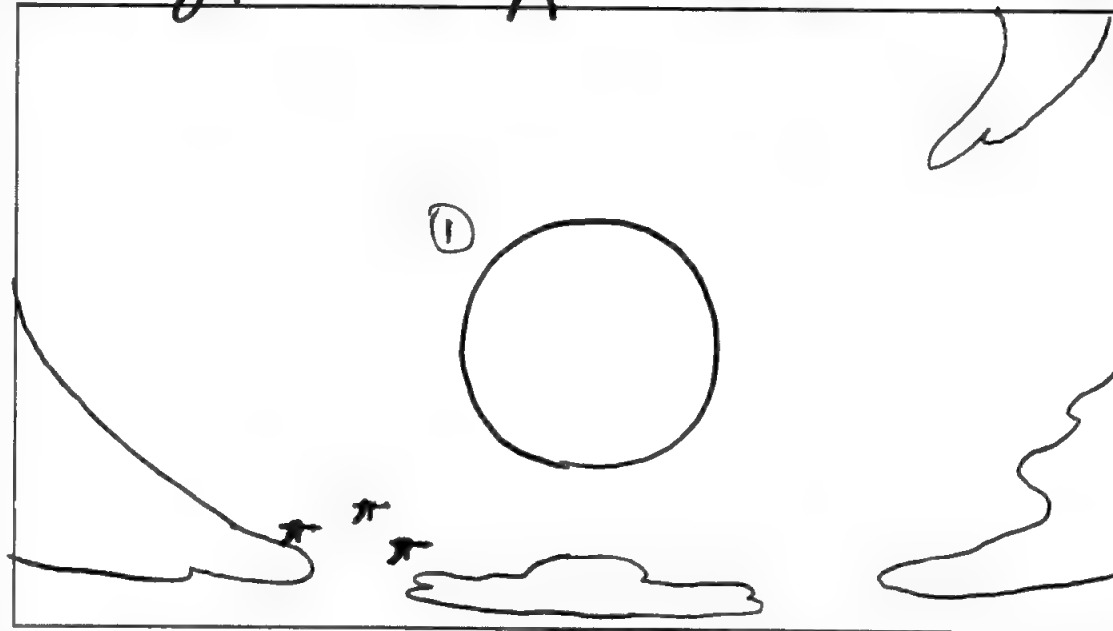
ADVENTURE TIME



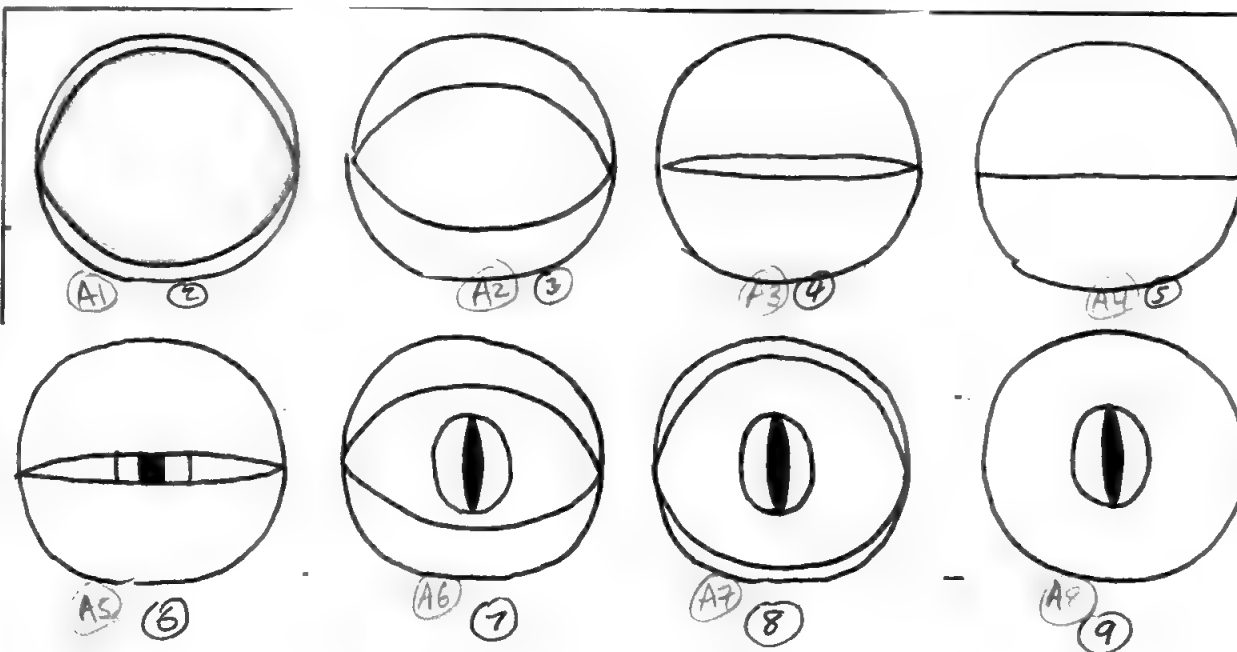
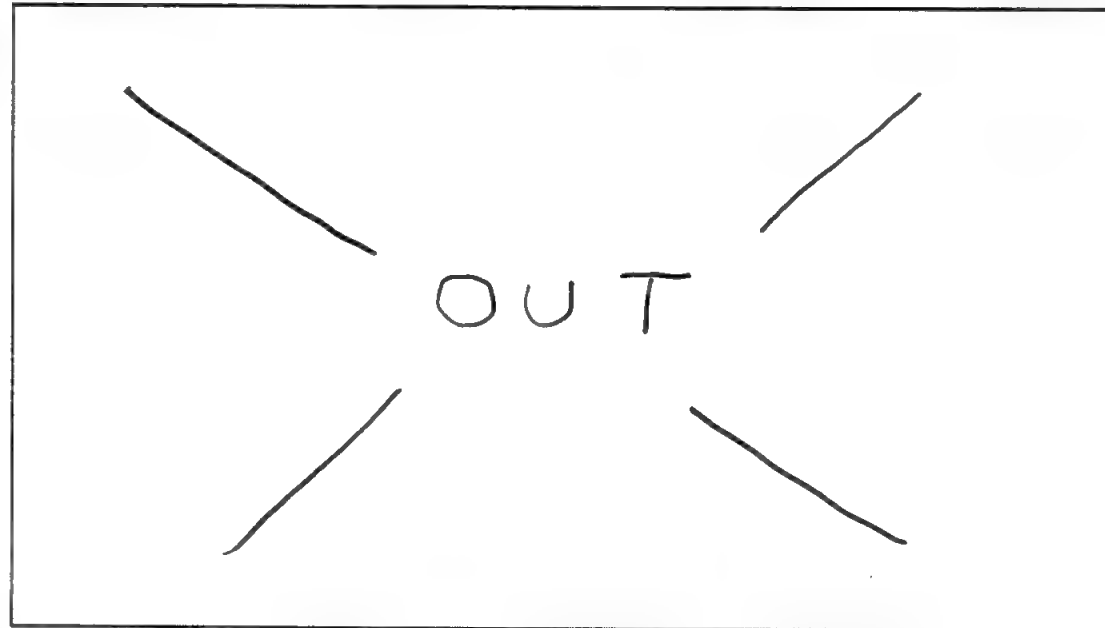
Cut

Page 24

Sc. 27 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



← Maja/ In the blink of an eye

- MOON FORMS EYELIDS

- EYE OPENS

JAN 31 2014

Production :

EPISODE #

1025-170

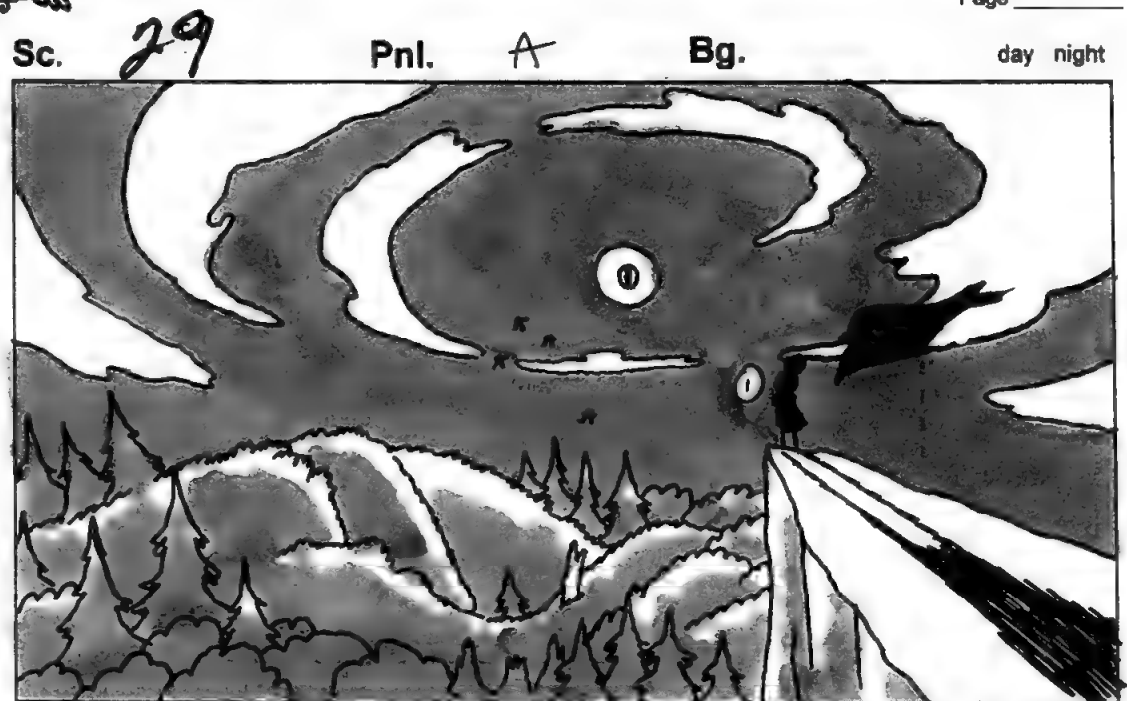
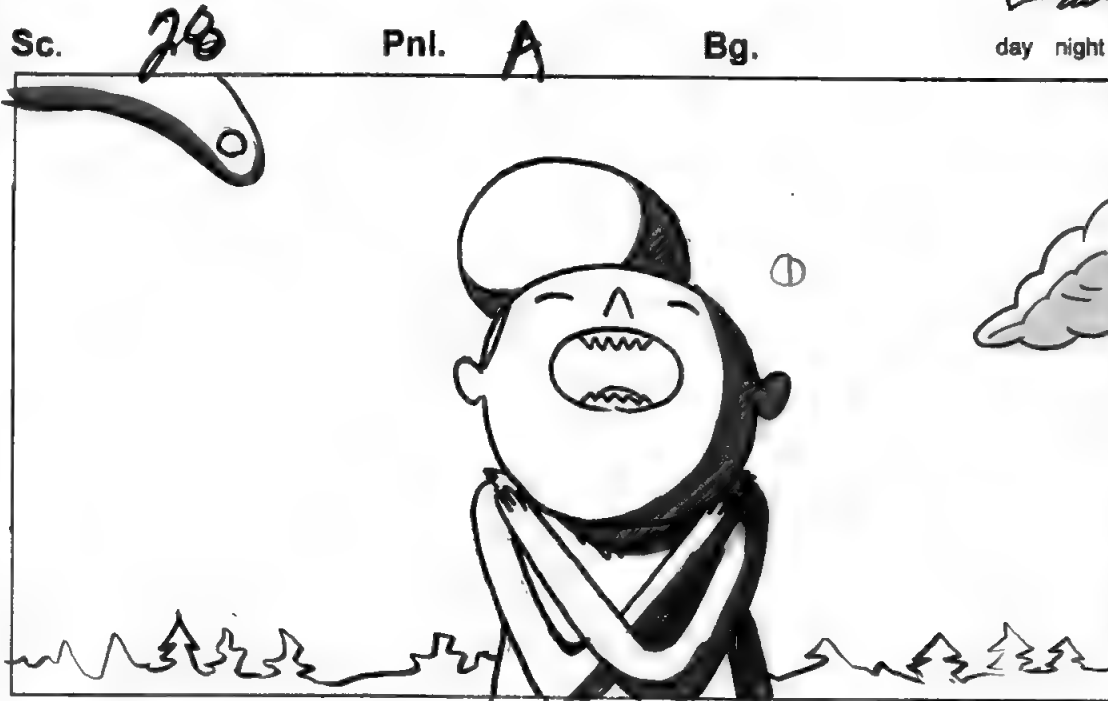
1025/170

1025/170

ADVENTURE TIME



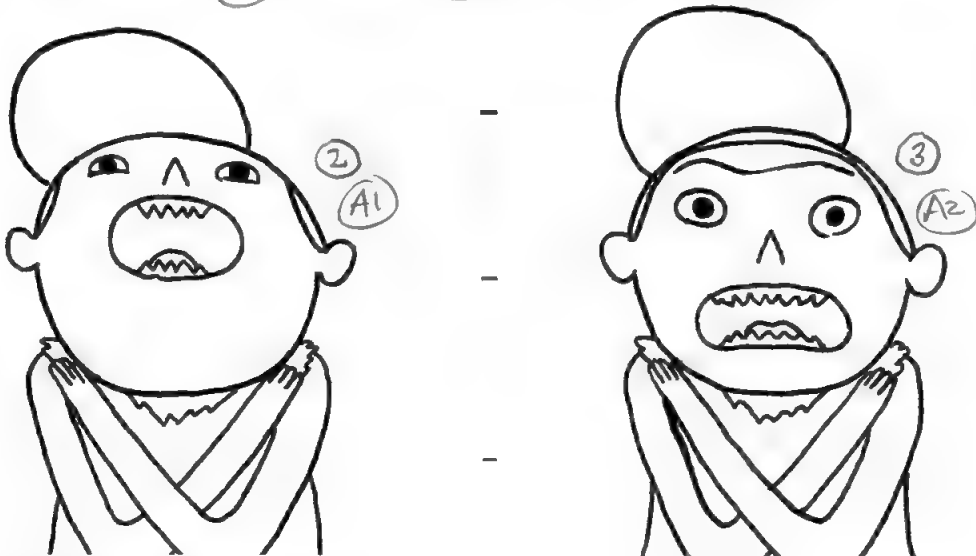
Page 25



Dialog: Maja/① Darren ② the ancient ③ sleeper
(A) (A1) (A2)

Maja/① A-② RISE !

JAN 3 1 2014



EPISODE # 1025-170

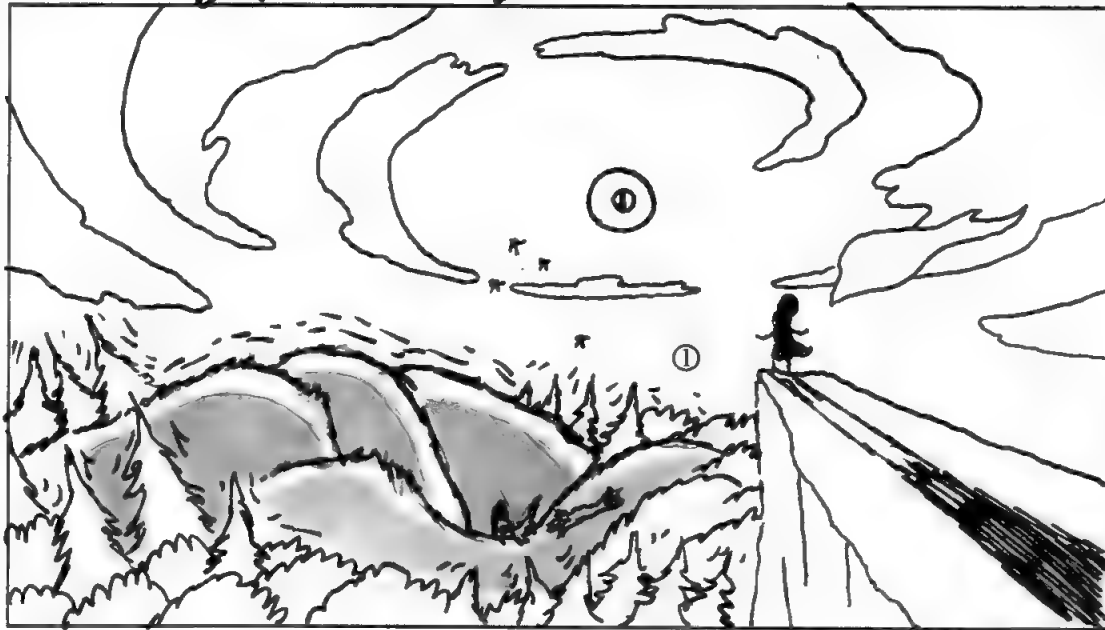
Production :

ADVENTURE TIME



Page 26

Sc. 29 cont Pnl. B Bg. day night



Sc. Pnl. Bg. day night



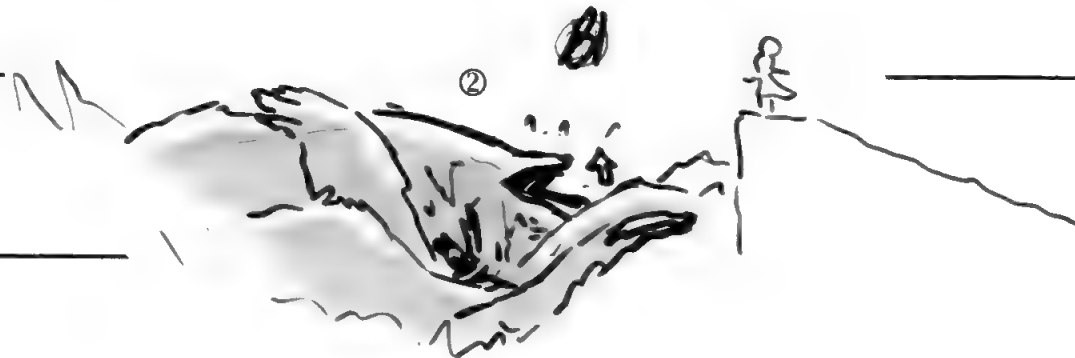
Dialog:

SFX: RUMBLE

Action:

— tree falls over revealing Darren's eye

Timing:



JAN 31 2014

Production :

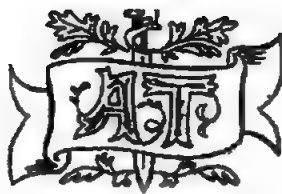
EPISODE #

1025-170

1025/170

1025/170.

ADVENTURE TIME



Page 27

Sc. 29 CONT Pnl. C Bg. day night



Sc. 29 CONT Pnl. D Bg. day night



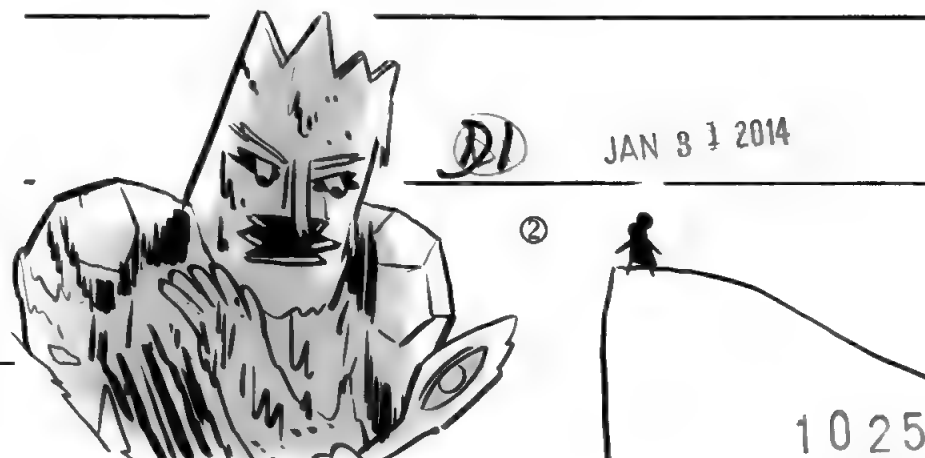
Dialog:

SFX. * RUMBLING CONTINUES *

Action:

- DARREN SLOWLY RISES FROM THE GROUND.

Timing:



JAN 8 1 2014

EPISODE #

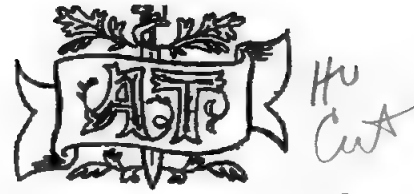
Production :

1025-171

1025/170

1025/170

ADVENTURE TIME

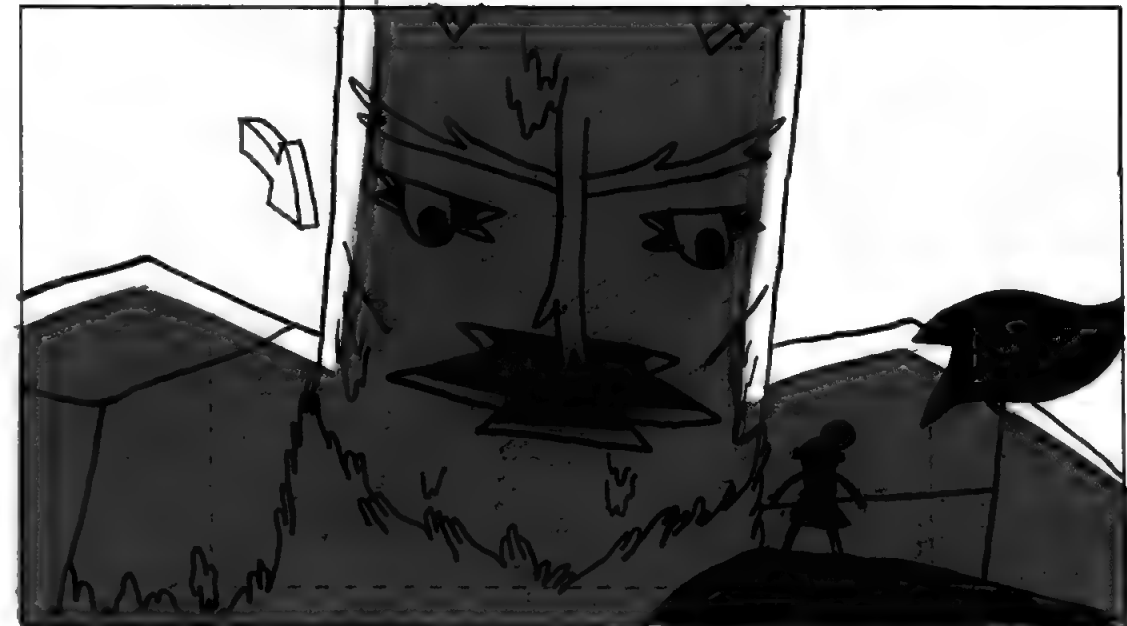


Pg. 28

Sc. 29 *CONT* Pnl. E Bg. day night



Sc. 30 Pnl. A Bg.



Dialog:

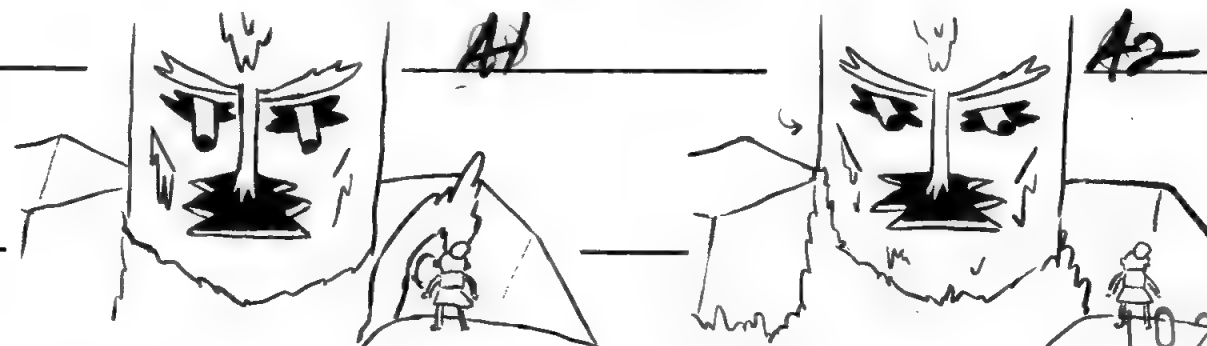
Darren / I had a dream I was fighting
an army --

JAN 31 2014

Action:

- DARREN LEANS TOWARDS MAJA.

Timing:



EPISODE # 1025-17

1025/170

Production :

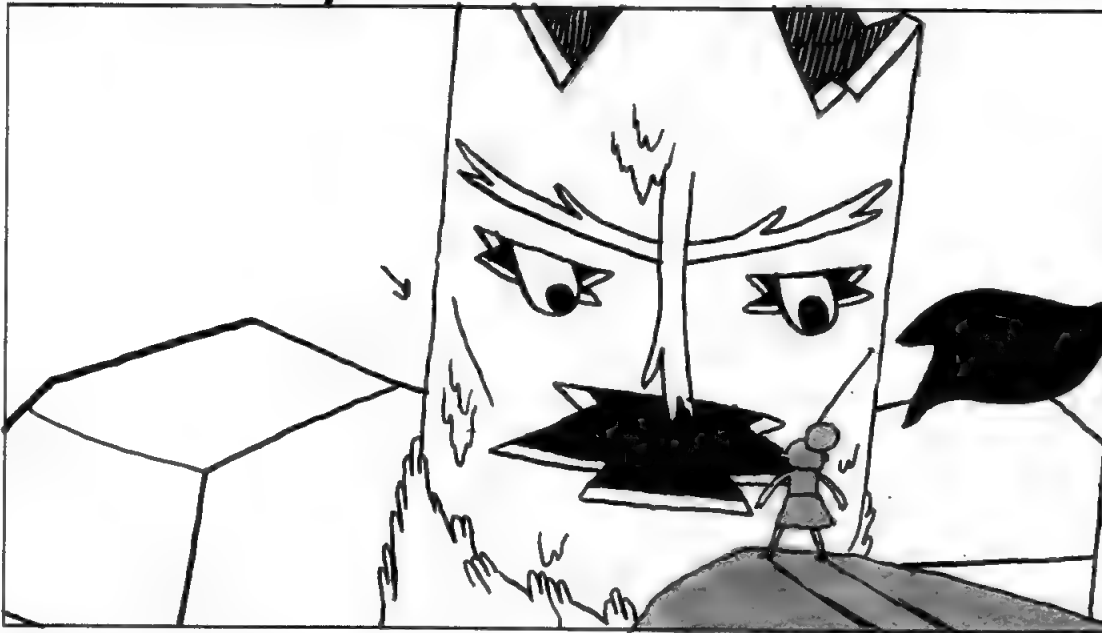
1025/170

ADVENTURE TIME

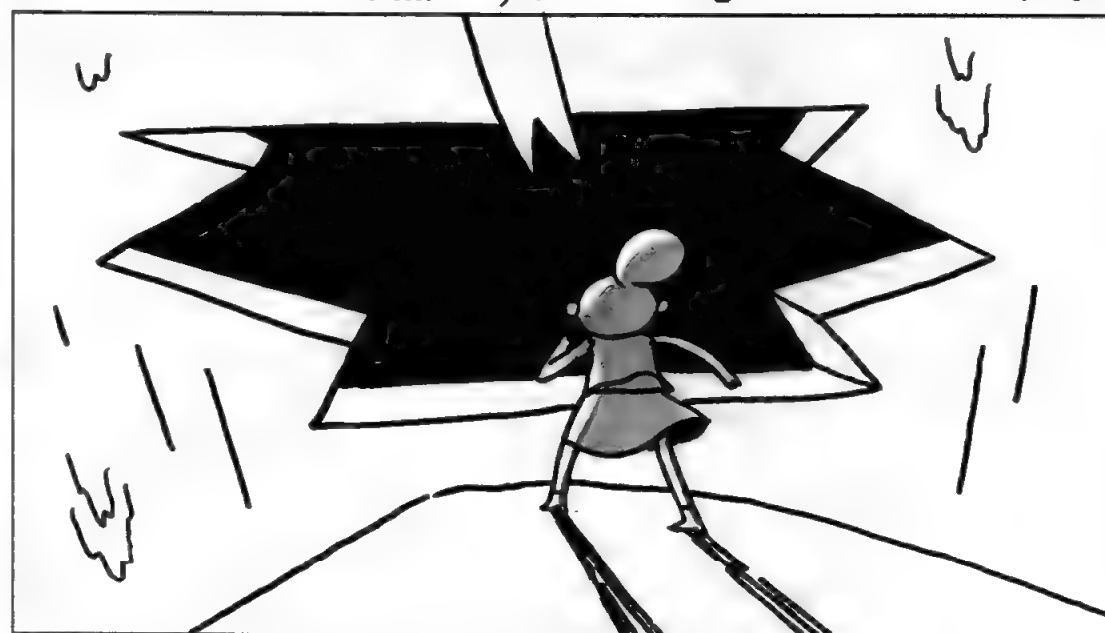


Page 29

Sc. 30 *cont* Pnl. B Bg. day night



Sc. 31 Pnl. A Bg. day night



Dialog: Darren/ - (cont) that could birth new soldiers from their own blood.

Darren/ I was endless

Action: - Darren's breath gusting Moja's hair + skirt

Timing: JAN 31 2014
 (A1) Hair blown by Darren's breath

EPISODE #

Production :

1025/170 1025-171

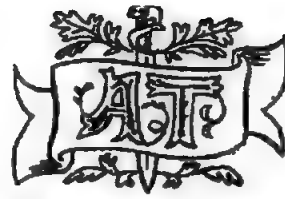
1025/170

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1025/170

Hi
cut

ADVENTURE TIME



Page 30

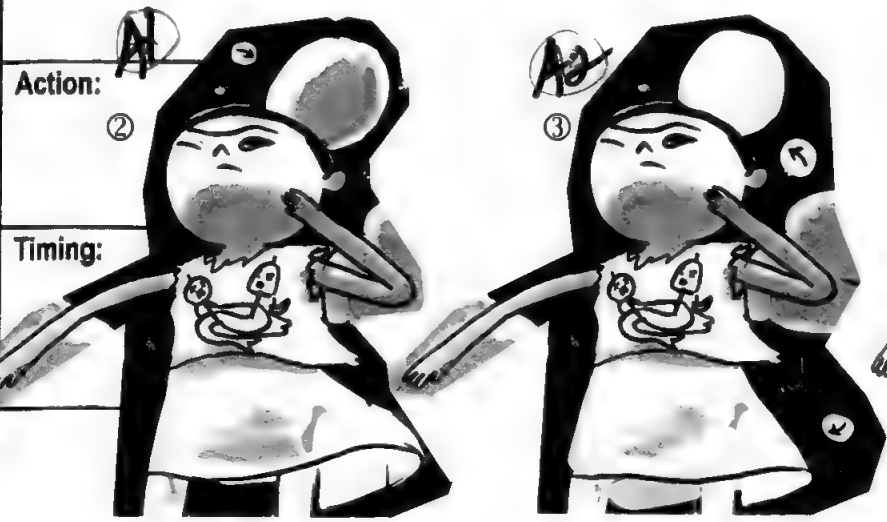
Sc. 31A Pnl. A Bg. day night



Sc. 31A CONT Pnl. B Bg. day night



Dialog: Darren/ Does that make sense? Maja/ Yes



- MAJA GRABS CAPE.

JAN 31 2014

EPISODE #

Production :

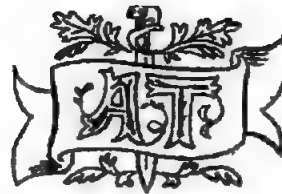
1025-170

1025/170

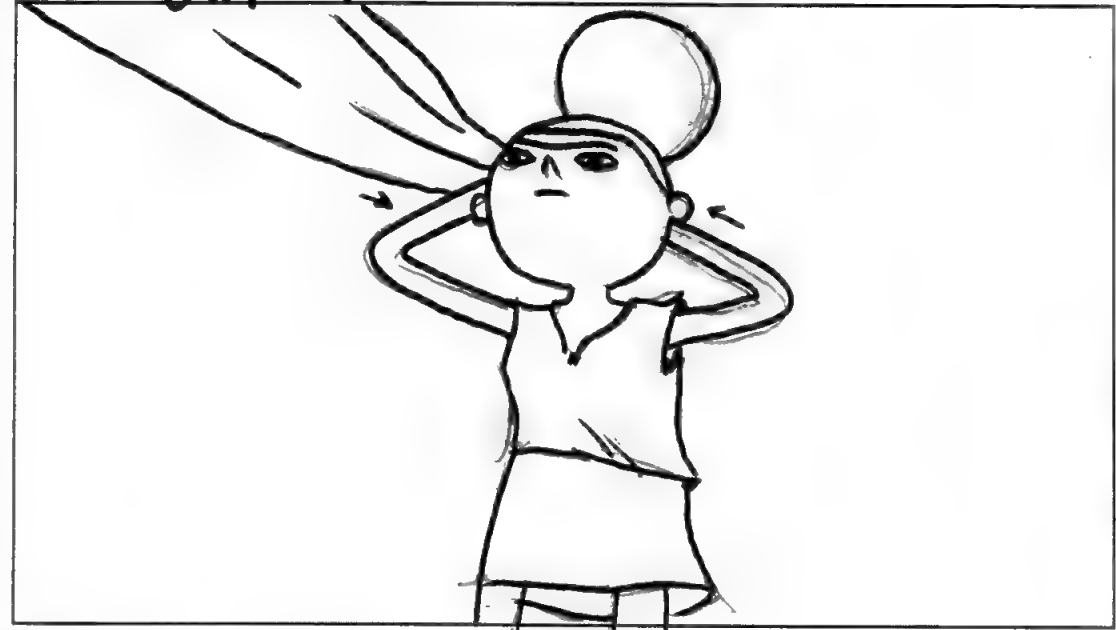
1025/170

1025/170

ADVENTURE TIME



Sc. 31A cont Pnl. C Bg. day night



Sc. 31A cont Pnl. D Bg. day night



Dialog: (Beat)
Maja/ You wanna. --
JAN 3 1 2014

Action:
Timing:

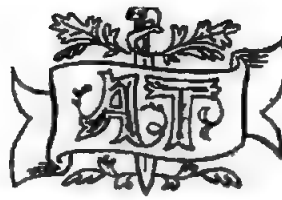


1025-170
1025/170
EPISODE #
Production :
1025/170

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ADVENTURE TIME



Page **32**

Sc. **31A**

Pnl. **E**

Bg.

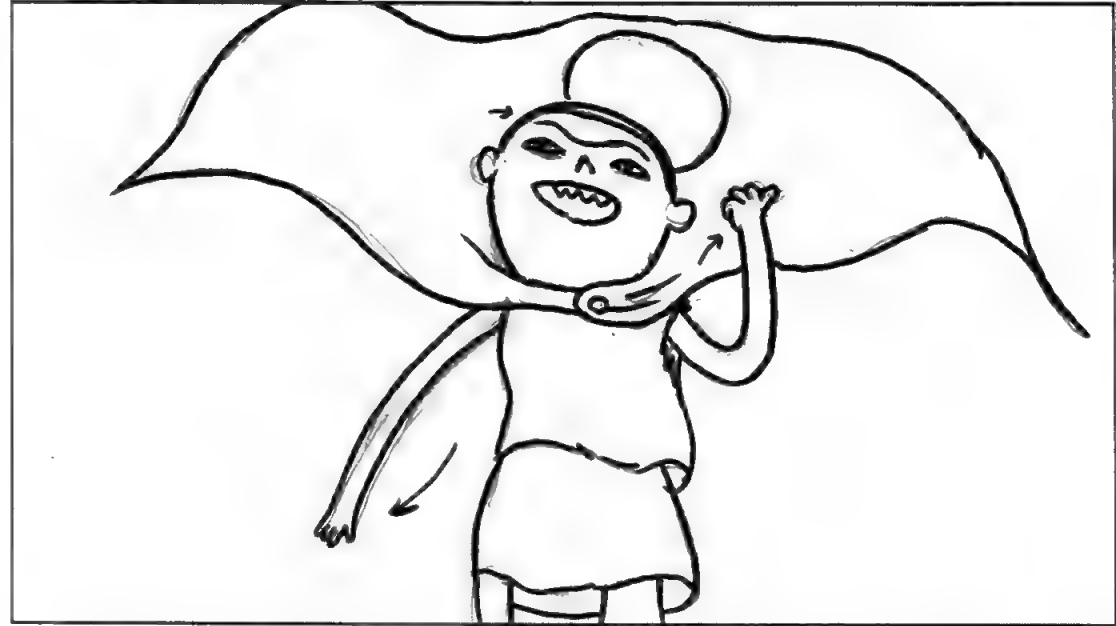
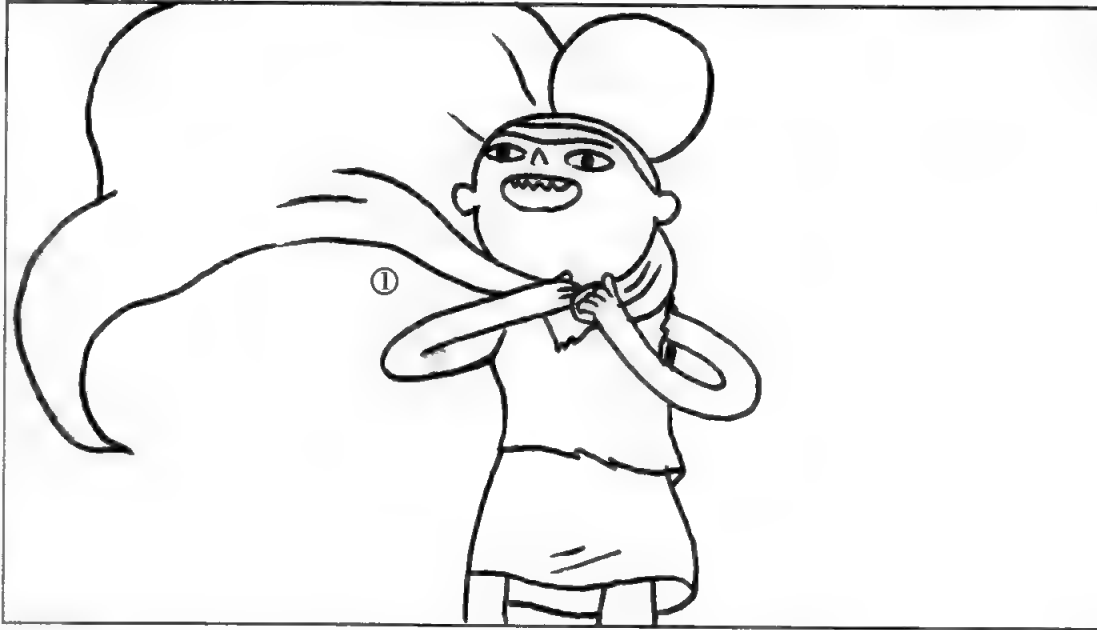
day night

Sc.

31A CONT Pnl. **F**

Bg.

day night

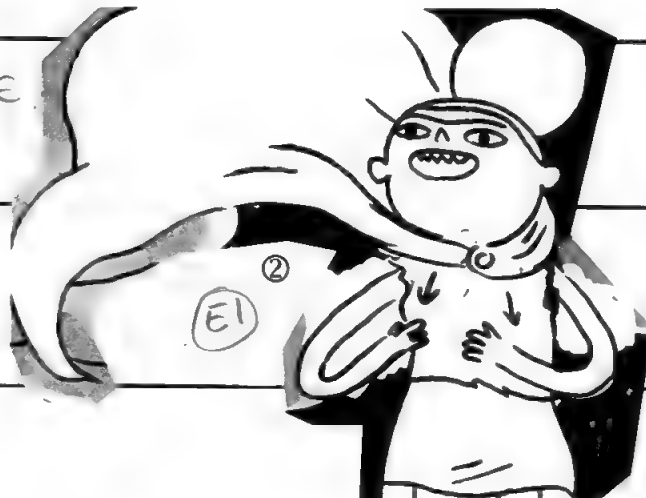


Dialog: Maja (cont) go conquer

Maja (cont.) the candy Kingdom?

Action: - Maja RE-FASTENS CAPE

Timing:



JAN 31 2014

He
Cut

EPISODE #

1025-170

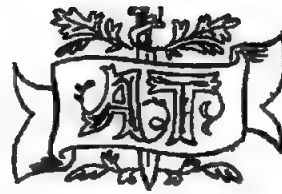
Production :

11025/170

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HU
cut

ADVENTURE TIME



HU
cut

Page **33**

HU
cut

Sc. 32

Pnl. A

Bg.

day night



Sc. **33**

Pnl. A

Bg.

day night



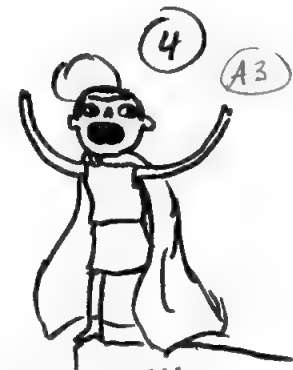
Dialog:

Darren / what's that?

Action:

Timing:

Maja ① It's a place that contains the ② highest levels of caring and ③ sentimental affection ④ in all of Ooo.



JAN 3 1 2014

Production :

125-170

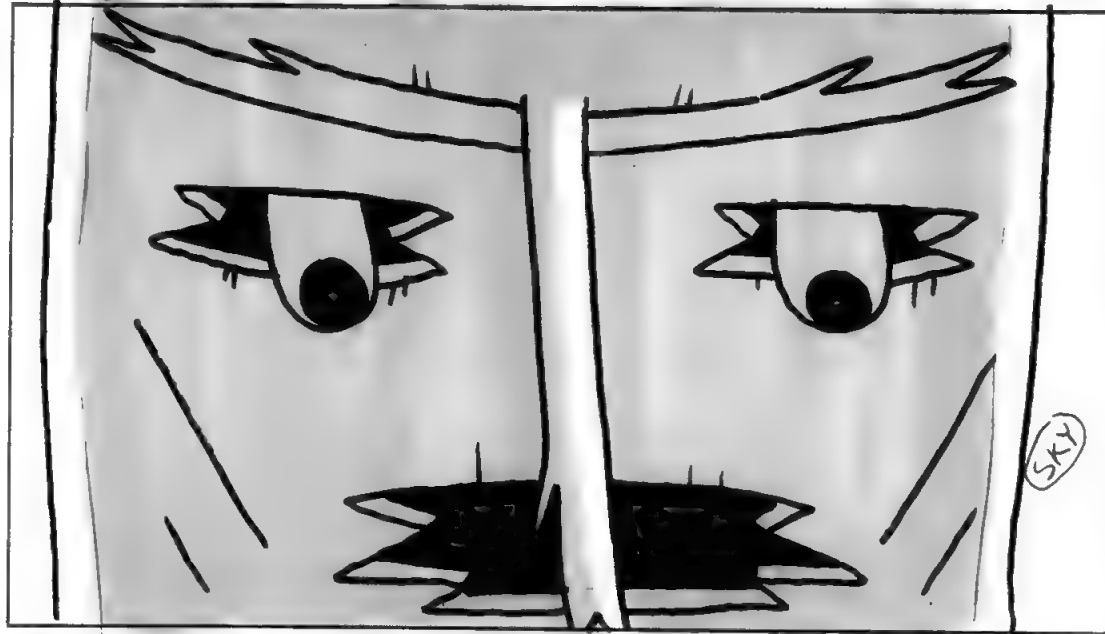
1025/170

ADVENTURE TIME



Page **34**

Sc. **34** Pnl. **A** Bg. day night



Sc. **34 CONT** Pnl. **B** Bg. day night



Dialog: Darren/ what is "caring" ?

Darren/ what kind of World is this?

Action:

Timing:

JAN 31 2014

EPISODE #

1025-170

Production :

1025/170

Hu
Cut

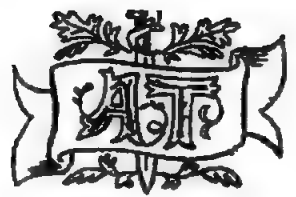
Hu
Cut

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1025/170

HO
Cut

ADVENTURE TIME



Sc. **35**

Pnl. **A**

Bg.

day night

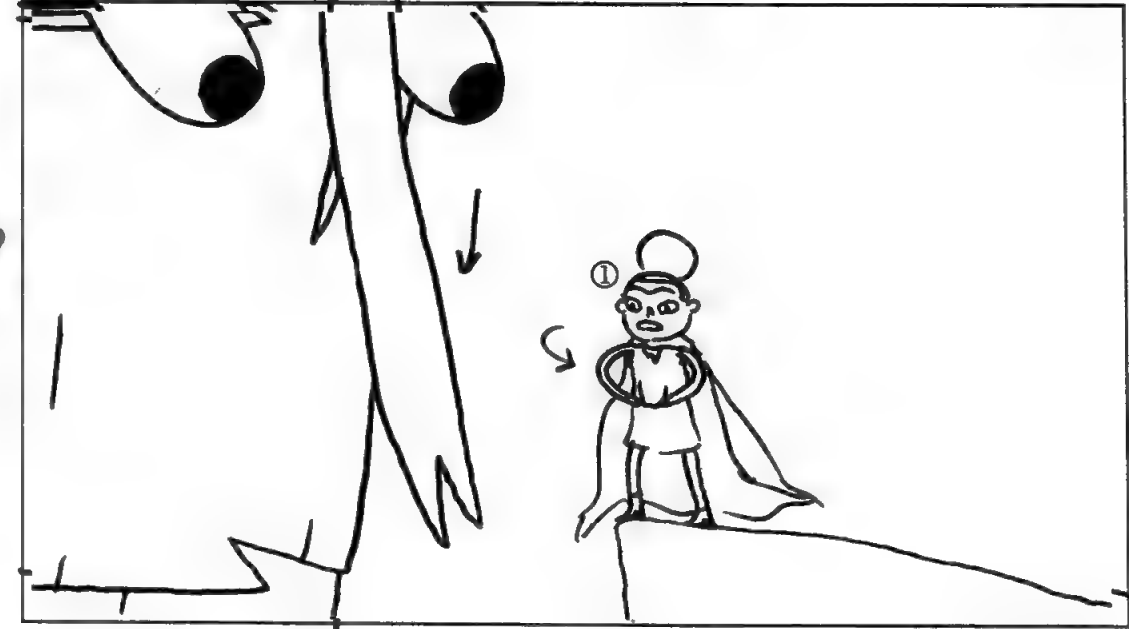


Sc. **35 CONT.**

Pnl. **B**

Bg.

day night



Dialog: Maja ① It's a feeling I use in my magic
② to give me power.

Maja Like this shirt that was the
priced possession of Princess Bubblegum

Action: - DARREN LOWERS HEAD.

Timing: ① (A1) ② (A2) ③ (A3) ④ (B1) ⑤ (B2) ⑥ (B3)

JAN 31 2014

Production :

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1025/170

1025/170

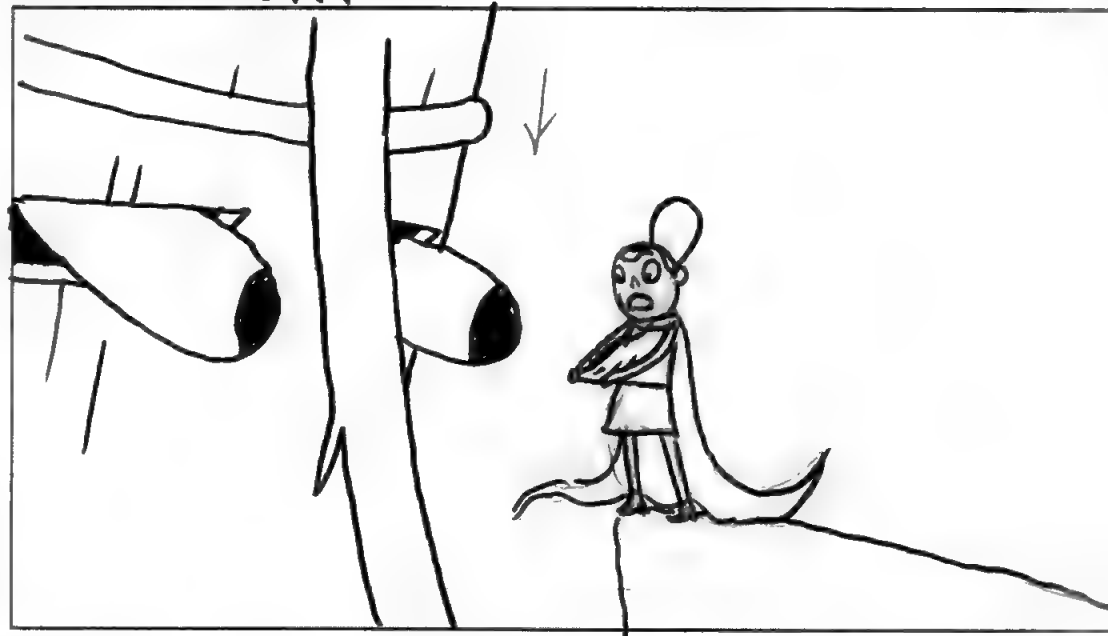
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ADVENTURE TIME

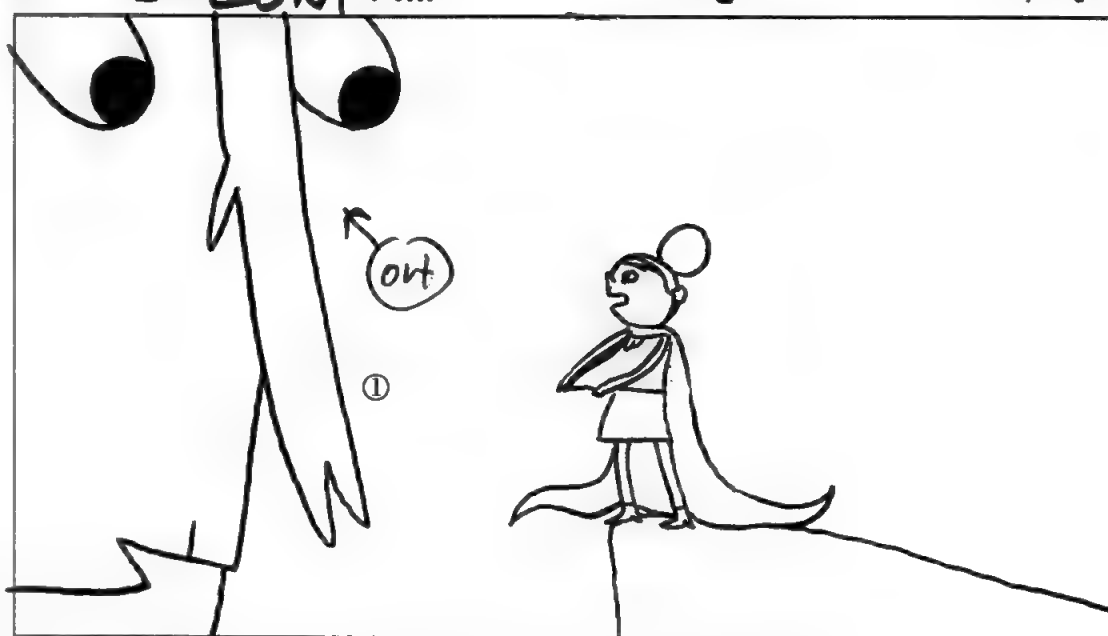


Page **36**

Sc. **35 CONT** Pnl. **C** Bg. day night



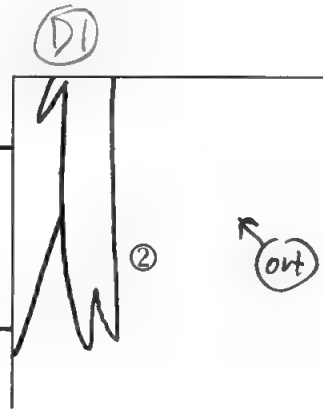
Sc. **35 CONT** Pnl. **D** Bg. day night



Dialog: Maja with the feelings in this shirt I was able to summon you.

Action: sfx / loud sounds of Darren adjusting his sitting position.

Timing:



JAN 31 2014

HU
CUT

EPISODE # 1025-170

Production :

1025/170

1025/170

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Sc.

36

Pnl.

A



Sc.

36 CONT.

-Pnl.

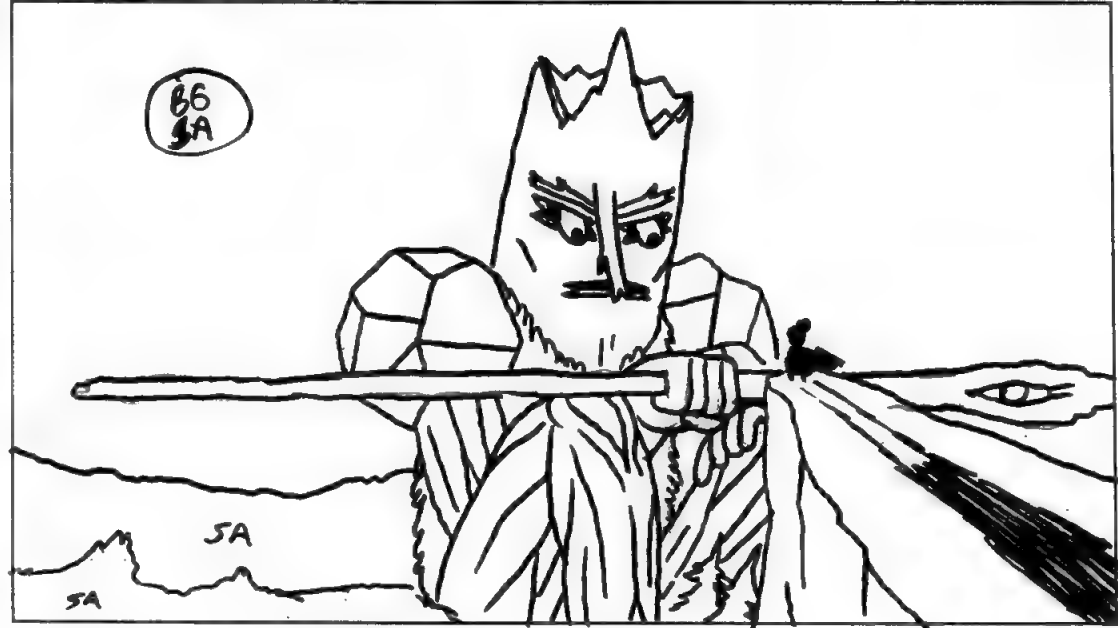
B

Bg.

Page_

37

day night



Dialog:

Darren ① I don't -
② = sigh =

② $\equiv \text{sign} \equiv$

**Action:**

Darren walk me through this.

Timing:

JAN 31 2014

EPISODE #

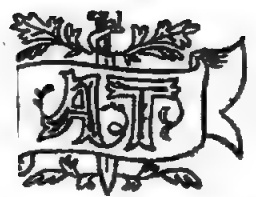
1025-171

Production :

1025/170

Ho
Cut

ADVENTURE



Ho
Cut

Pg. 38

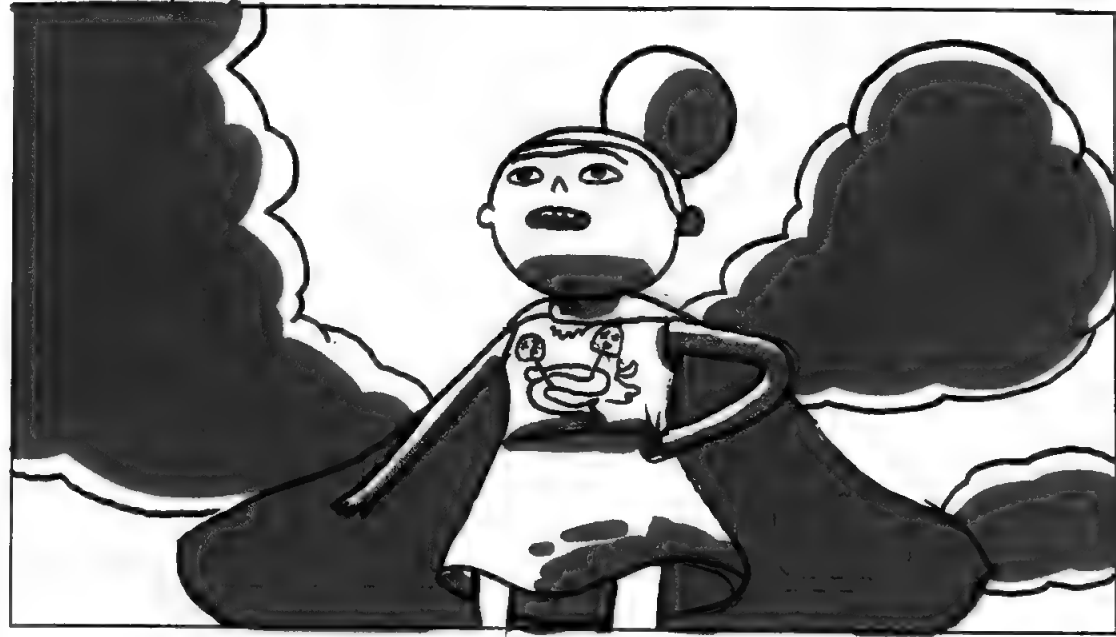
Sc.

37

Pnl.

A

night



Sc.

38

Pnl.

A

Bg.

Ho
Cut



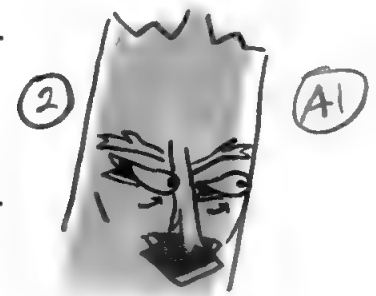
Dialog:

Maja/ Alright.

Darren/ This Kingdom of Candy...

Action:

Timing:



JAN 31 2014

Production :

EPISODE #

1025-170

1025/170

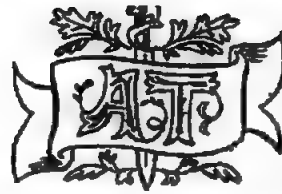
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1025/170

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Ho
Cut

ADVENTURE TIME



Ho
Cut

Page 39

Sc.

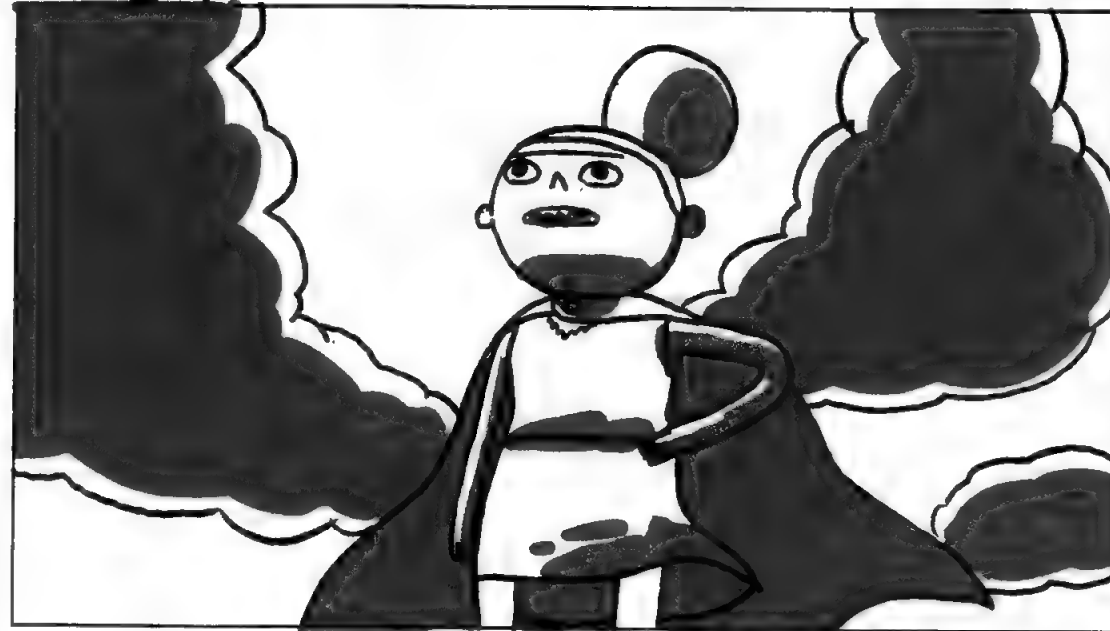
39

Pnl.

A

Bg.

day night



Sc.

40

Pnl.

A

Bg.



Dialog: Maja/ Yes.

Darren/ I will lay it to waste.

Action:

Timing:

JAN 31 2014

EPISODE #

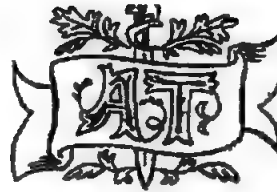
Production :

1025/170

1025-171

1025/170

ADVENTURE TIME



the
cut

Page **40**

Sc. **40 CONT** Pnl. **B** Bg. day night



Sc. **41** Pnl. **A** Bg. day night



the
cut

1025-170

EPISODE #

Dialog: Darren ① Turn their people ② to salt... Maja Yeah...

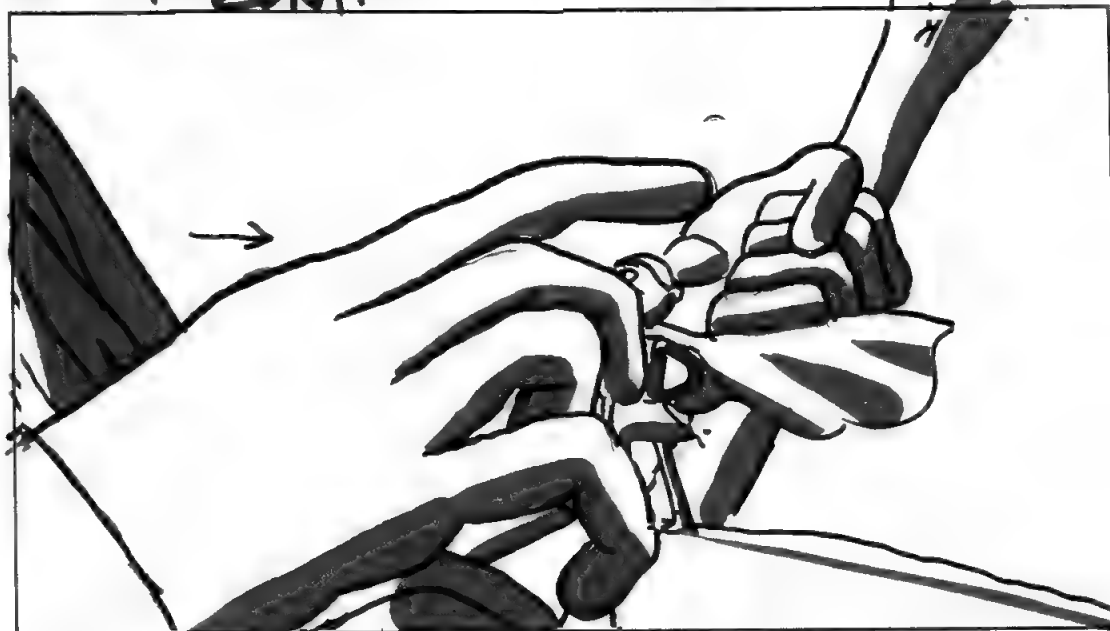


JAN 31 2014

Production :

1025/170

_day night



Darren/ which we will

A hand-drawn sketch of two figures on a rocky terrain. The figure on the left is labeled 'B2' and has an arrow pointing to it with the text 'this ARM S/A (B)'. The figure on the right is labeled 'B1'. A date stamp 'JAN 3 2014' is visible in the top right corner.

EPISODE #

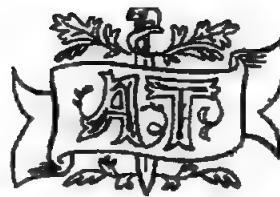
1025-17C

JAN 31 2014

2

125/150

ADVENTURE TIME

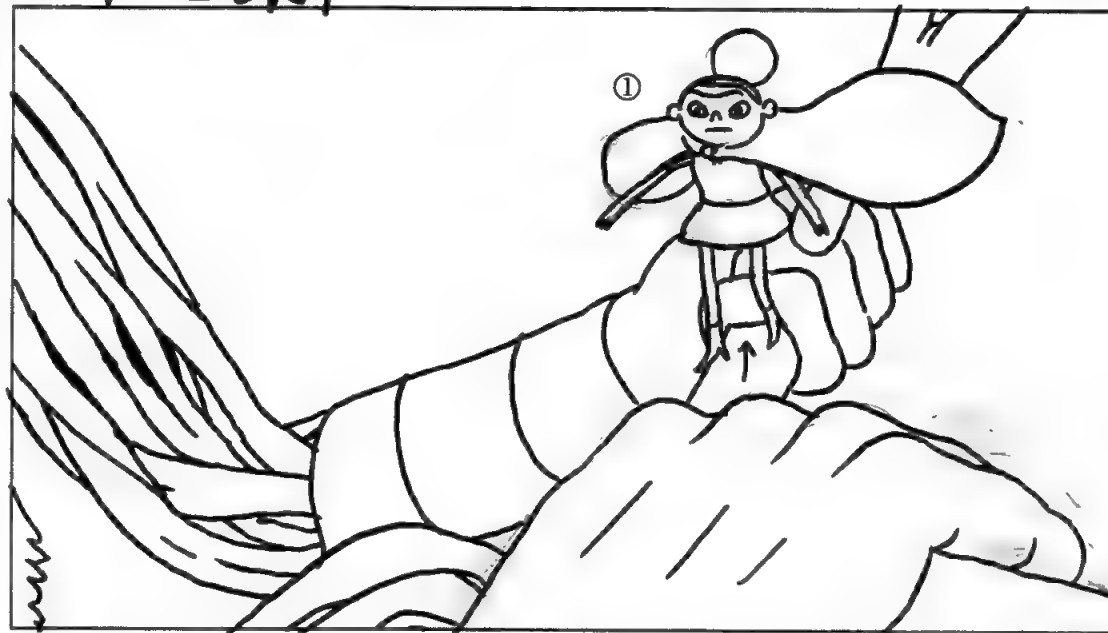


Page **42**

Sc. **42 CONT** Pnl. **C**

Bg.

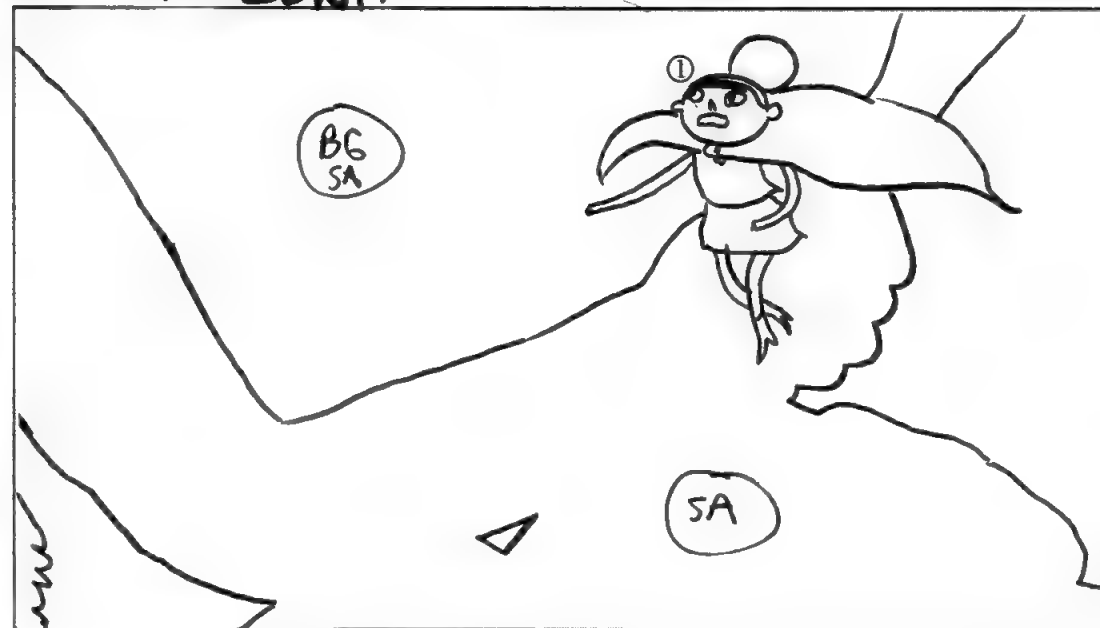
day night



Sc. **42 CONT** Pnl. **D**

Bg.

day night



Dialog: Darren eat for eternity.

Maja OK that's not my plan exactly --

Action: - MAJA FLOATS OUT OF THE PATH OF DARREN'S HAND.

Timing:



EPISODE #

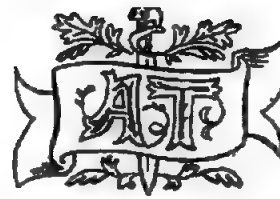
1025-170

Production :

JAN 31 2014

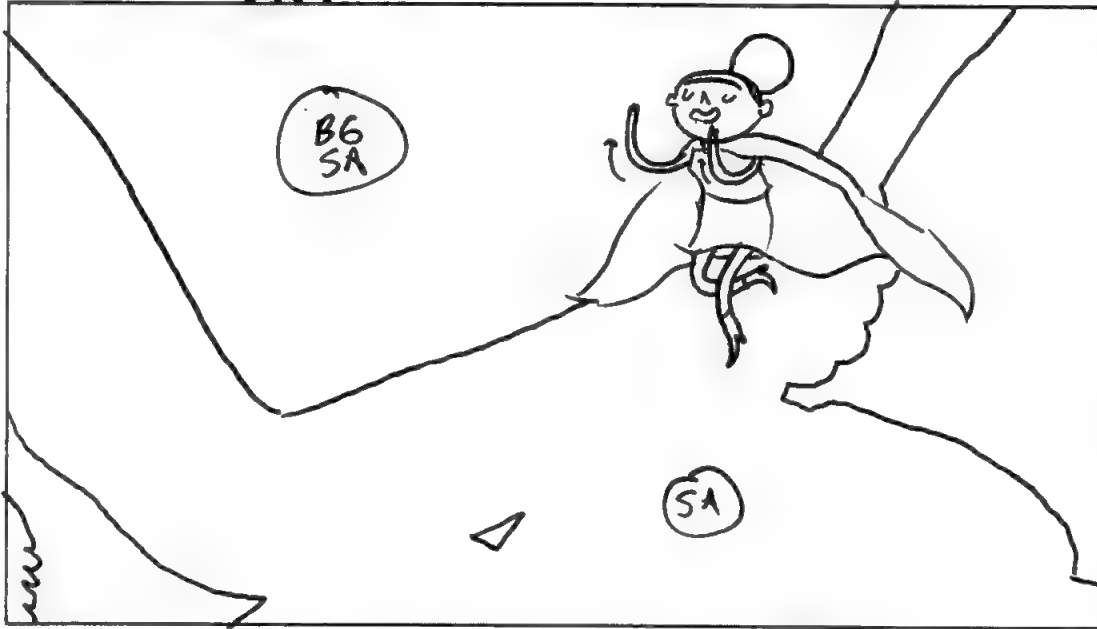
1025/170

ADVENTURE TIME




Page **43**

Sc. **42 CONT** Pnl. **E** Bg. day night



Sc. **42 CONT** Pnl. **F** Bg. day night



Dialog:	<i>Maja BUT you'll be fine. (E)</i>	<i>Maja / I promise</i>
Action:		
Timing:		

*Hu
cut*

1025-170

EPISODE #

Production :

JAN 31 2014

1025/170

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40
Ct

ADVENTURE TIME



Page **44**

sc **43**

I. **A**

Bg.

day night



Sc.

43 CONT.

Pnl. **B**

Bg.

day night



Dialog:

Darren/ I promise as well

Darren/ TO deliver destruction so thorough--

SFX. *RUMBLING*

-DARREN STARTS TO RISE

A

Tim.



JAN 31 2014

EPISODE #

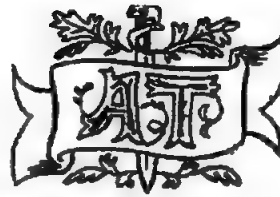
Production :

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ADVENTURE TIME



No SC 44

Page **45**

Sc. **43 CONT** Pnl. **C**

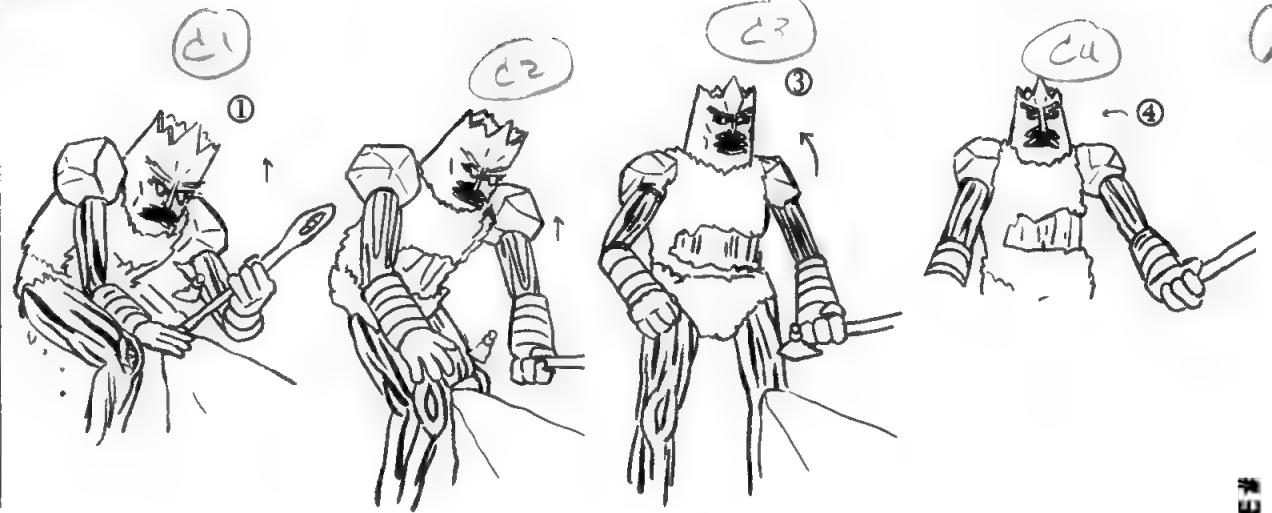
Bg.

STOP

day night



START



Darren(cont) / that all realities are affected!

- DARREN RISES
1/2ft PAN w/ ACTION

EPISODE #

Production :

JAN 31 2014

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Cut

ADVENTURE TIME

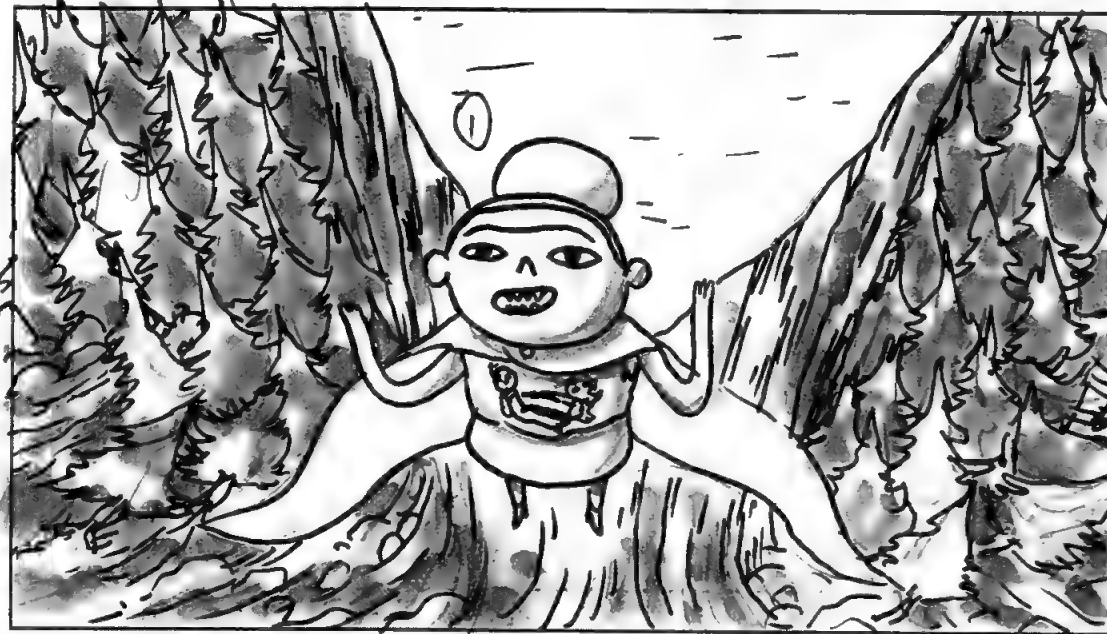


Cut

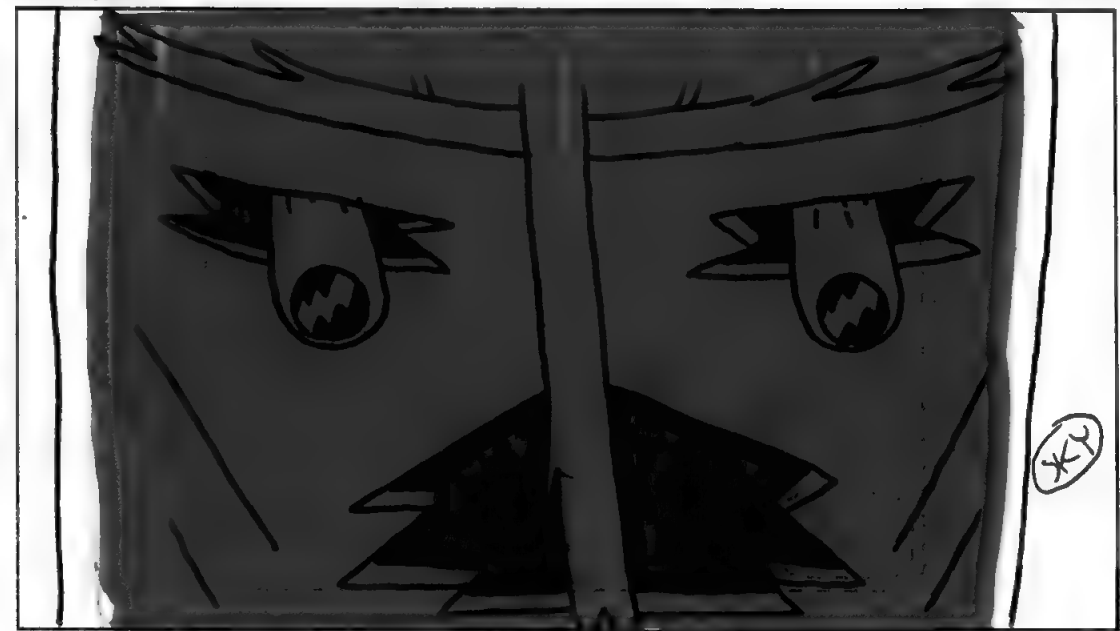
Page 46

Cut

Sc. 45 Pnl. A Bg. day night



Sc. 46 Pnl. A Bg. day night



Dialog: Maja Dook well ② talk about that.

Darren / ALL REALITIES!!

Action:

Timing:



JAN 31 2014

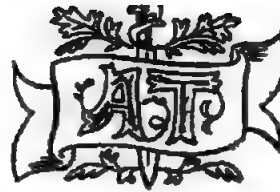
EPISODE #

Production :

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1025-171

ADVENTURE TIME



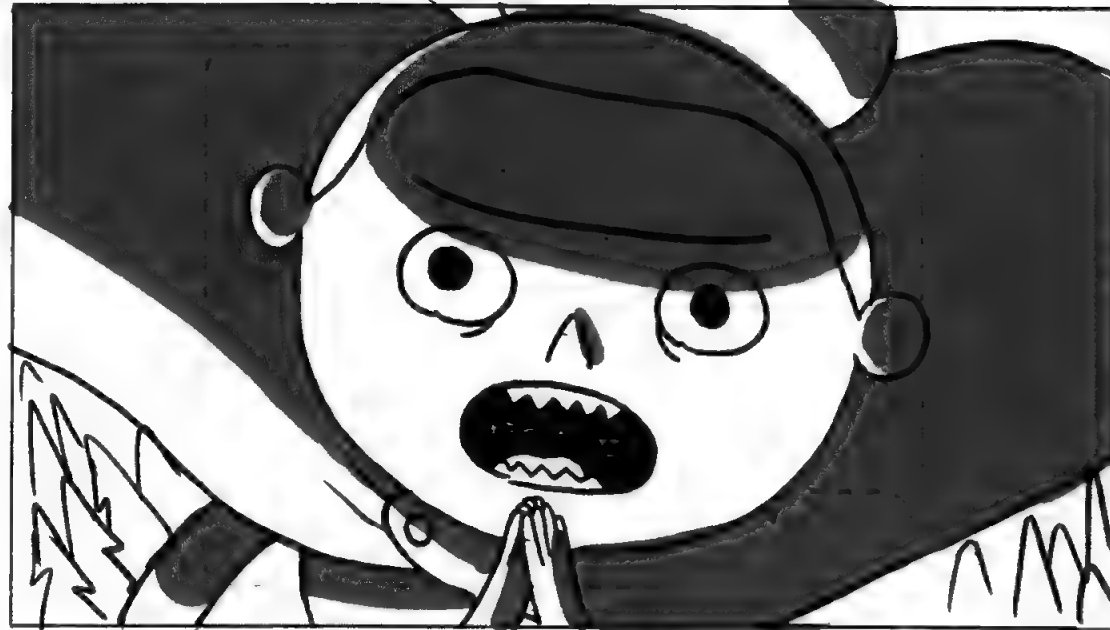
Page 47

Sc. 46A

Pnl. A

Bg.

day night



Sc. 46A CONT.

Pnl. B

Bg.

day night



Dialog:

Maja HEY!

Maja WE'LL TALK ABOUT IT!

Action:

Timing:

JAN 31 2014

EPISODE #

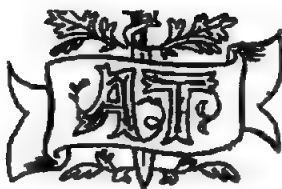
Production :

1025-170

1025/170

Cut

ADVEN-----



Page **48**
NO PG 49 HU
day night

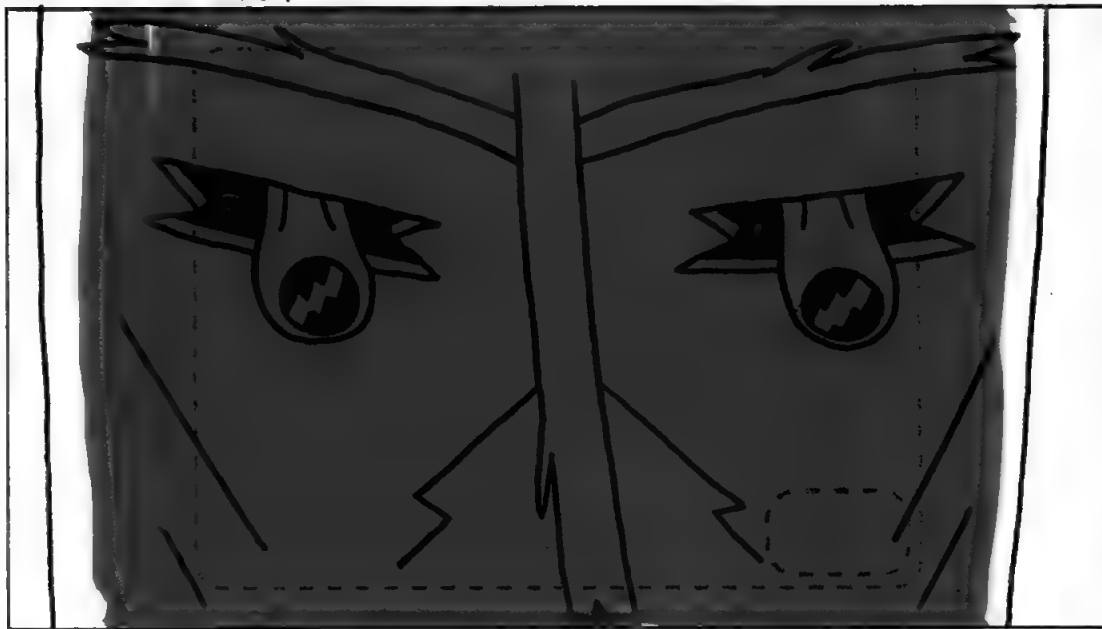
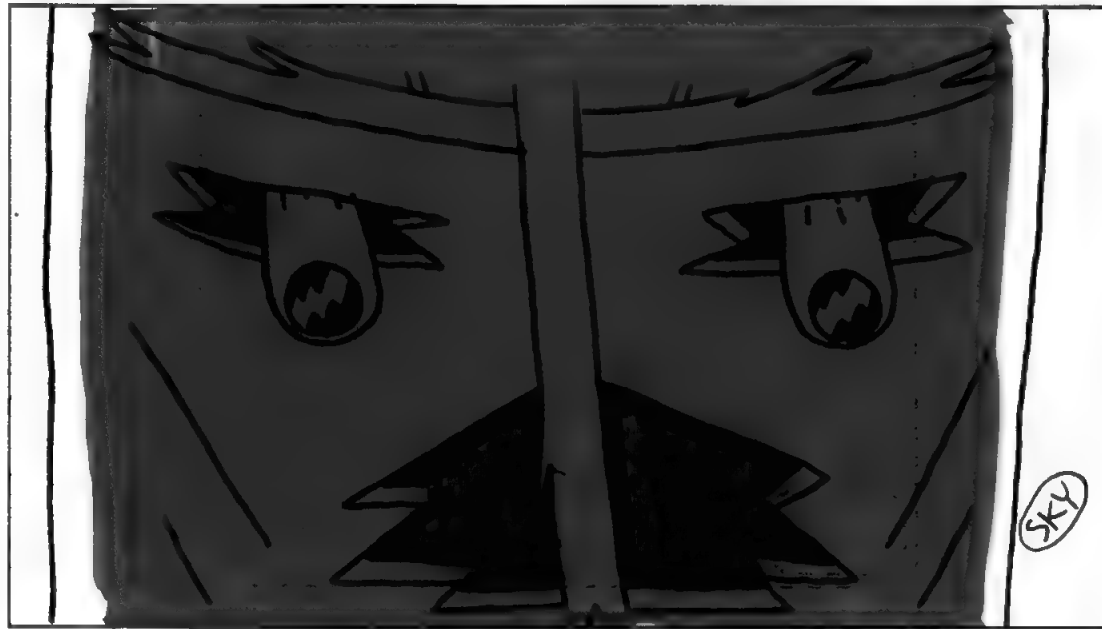
Sc. 46B

Pnl. A

day night

Sc. 46B **CONT.** Pnl. B

Bg.



cut
w/ x 1000
pnl + 170

EPISODE #

Production :

Dialog:	(beat)	XX
Action:		
Timing:		

JAN 31 2014

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1025/170

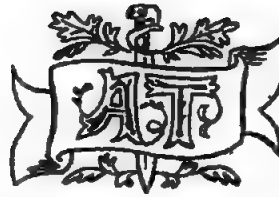
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1025/170

Ho
Ant-w/ x Diss

ADVENTURE TIME



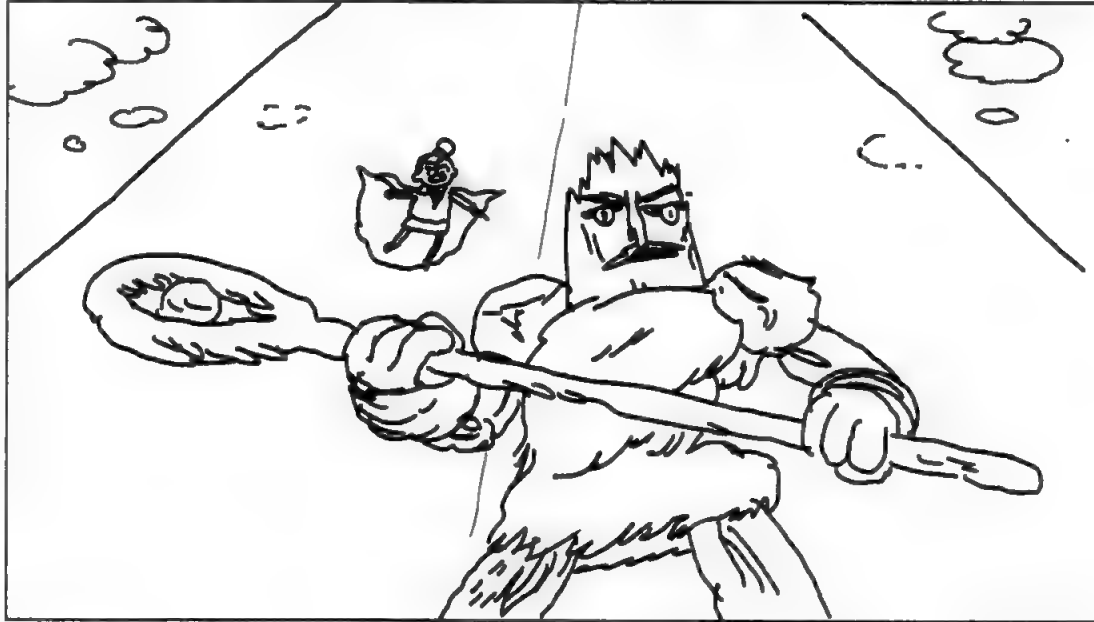
Page **50**

Sc. **47**

Pnl. A

Bg.

day night



Sc. **47 CONT.** Pnl. B

Bg.

day night



Dialog:

MAVA BREAK THIS WITCH OUT,
DARREN!!

Action:

ANTIC

Timing:

JAN 31 2014

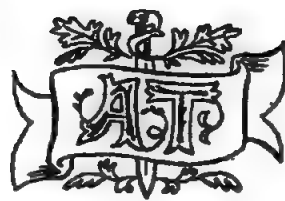
Production :

EPISODE #

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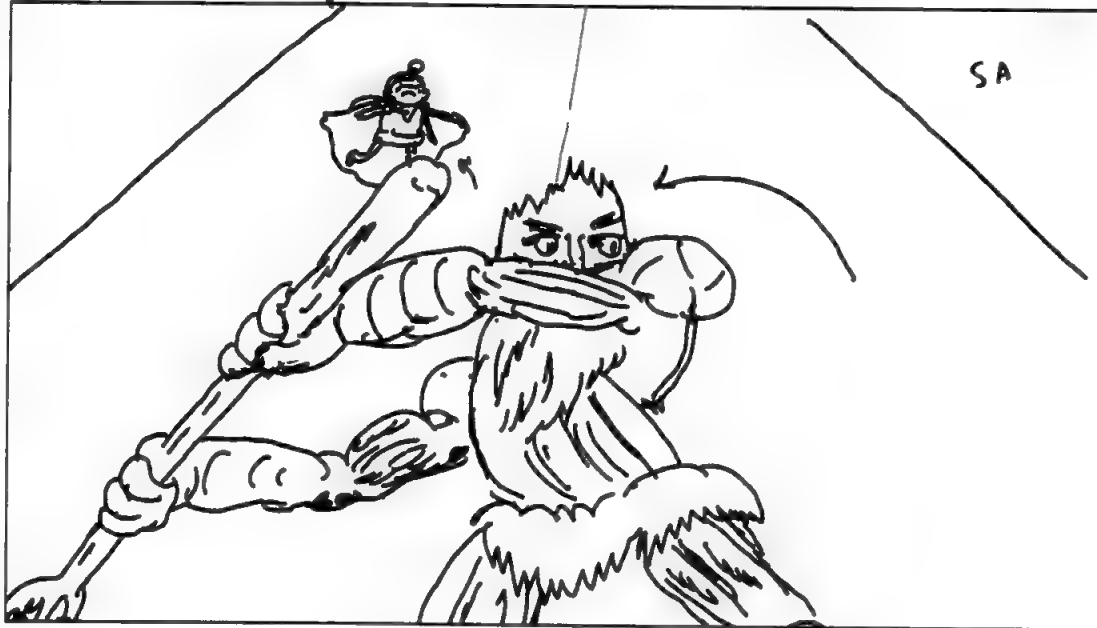
ADVENTURE TIME



Handwritten signature/initials

Page **51**

Sc. **47CONT** Pnl. **C** Bg. day night



Sc. **48** Pnl. **A** Bg. day night



Dialog:
Action: - DAPPEN REARS BACK.
Timing:

JAN 31 2014

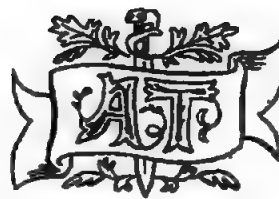
Production :

EPISODE #

1025-170

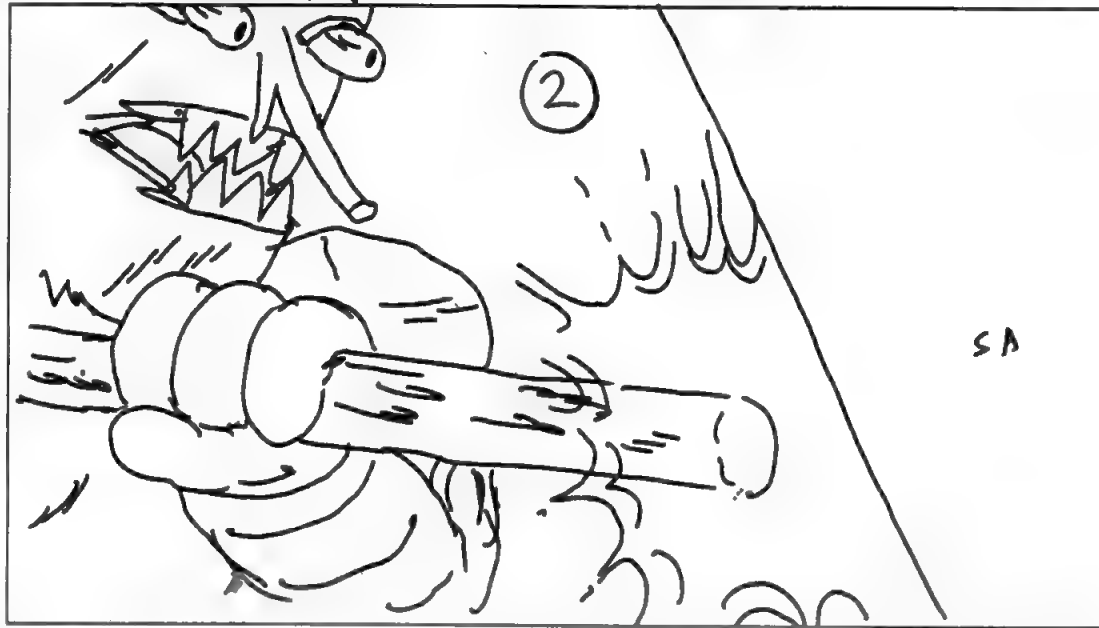
1025/170

ADVENTURE TIME

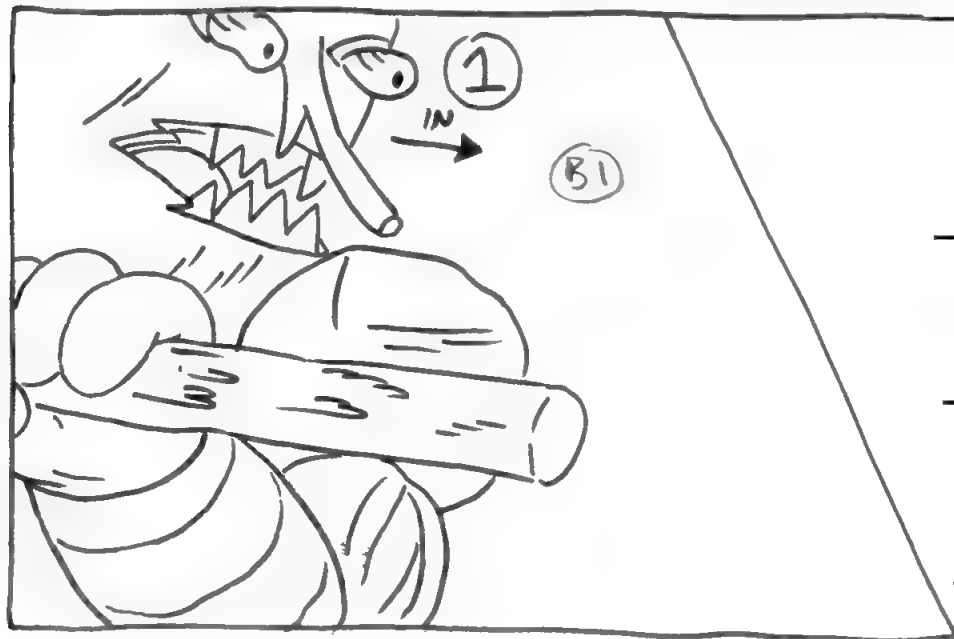
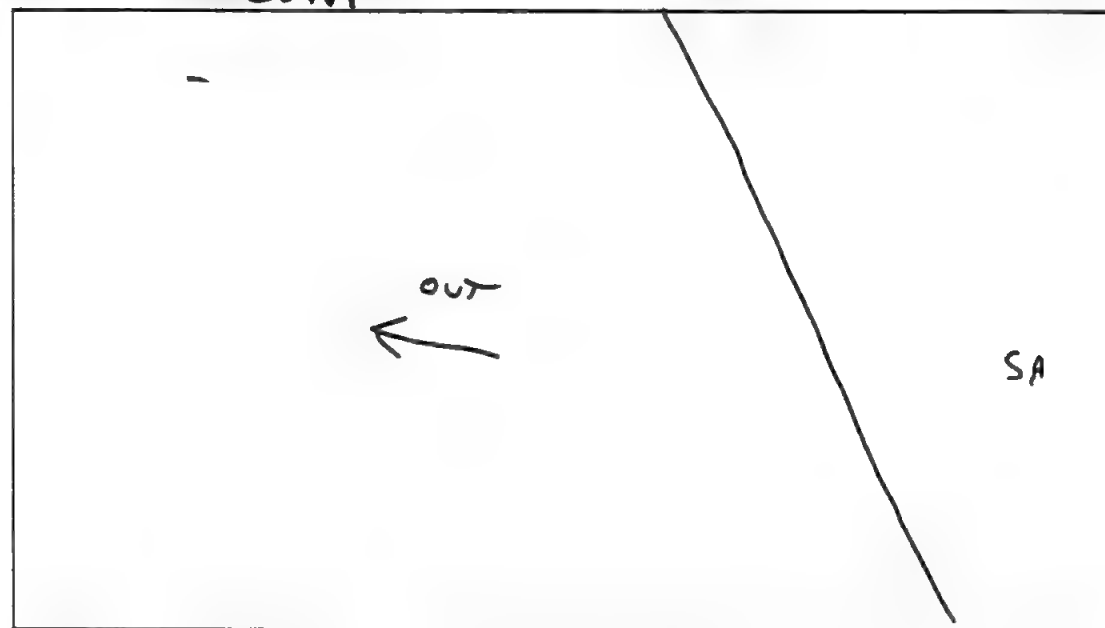


Page **52**

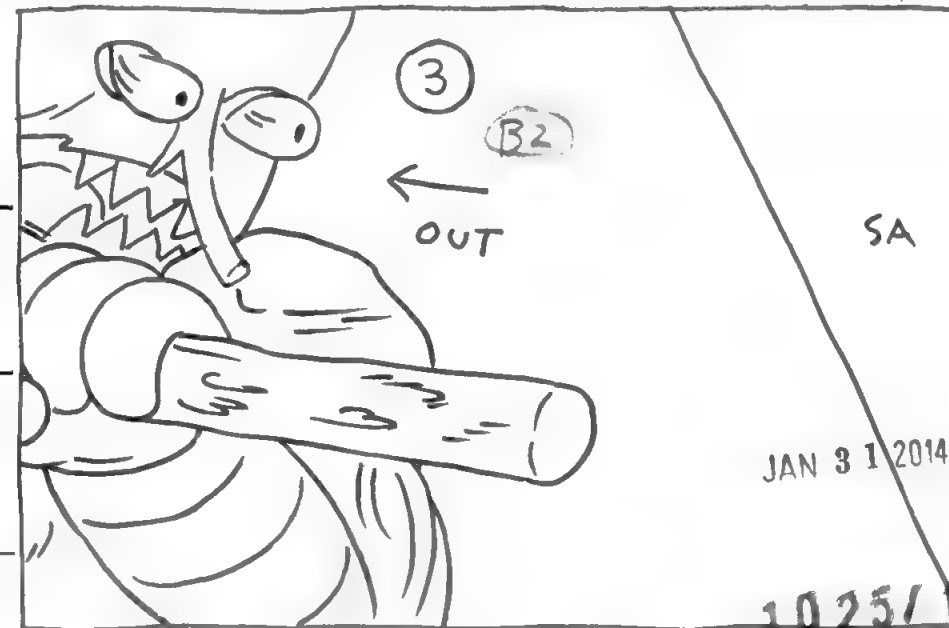
Sc. **48 CONT** Pnl. **B** Bg. day night



Sc. **48 CONT** Pnl. **C** Bg. day night



POUND! POUND!



JAN 31 2014

Cut

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EPISODE #

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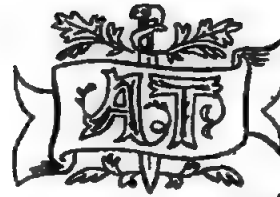
1025/170

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1025/170

Cut

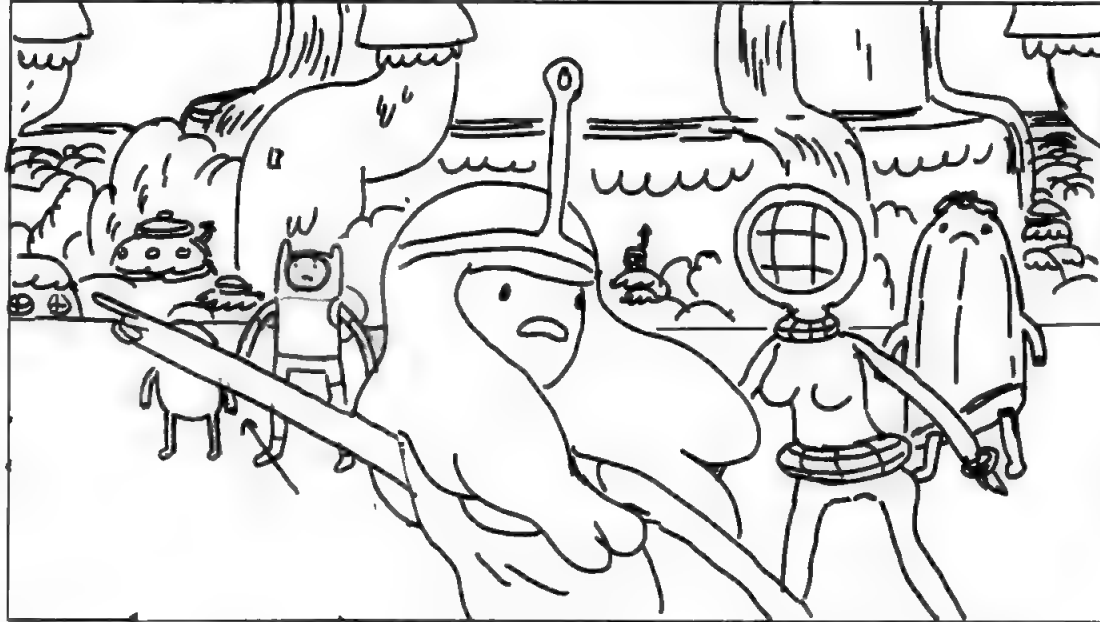
ADVENTURE TIME



NO SC 50

Page **53**

Sc. **49** Pnl. **A** Bg. day night



Sc. **49 CONT** Pnl. **B** Bg. day night



HW
Cut

1025-170

EPISODE #

Production :

Dialog:	PP / How LONG WILL YOUR FORCEFIELD --	PB(cont) / -Hold, Grid face Princess?
Action:	SP AD	- Finn whisper in Jake's ear
Timing:		

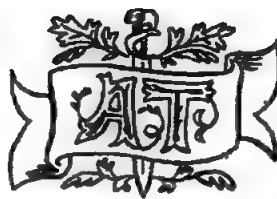


JAN 31 2014

1025/170

140
Cut

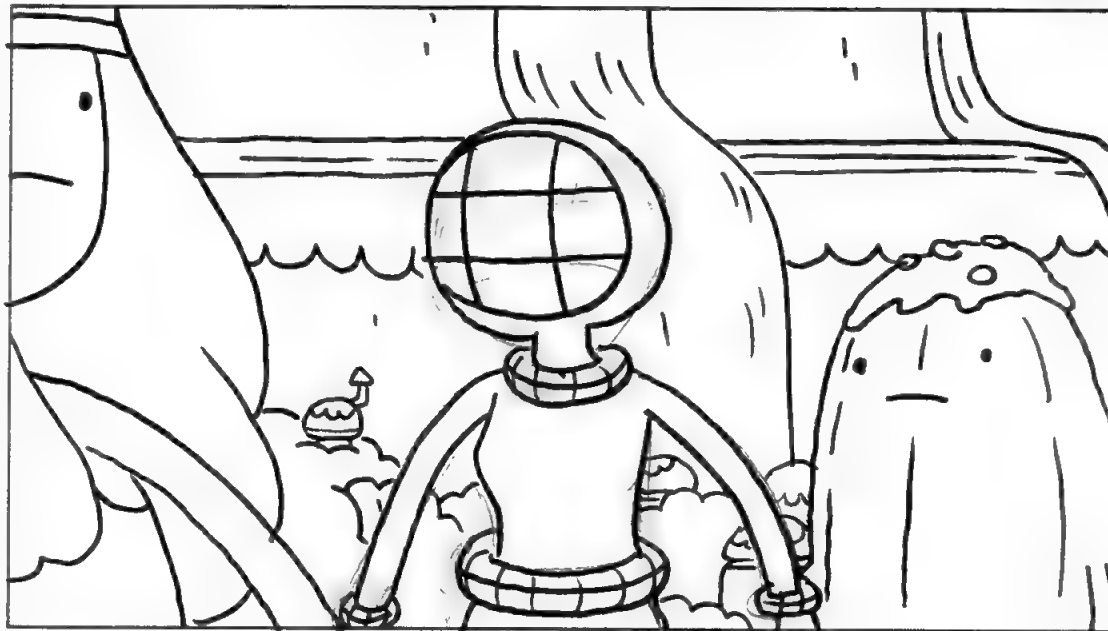
ADVENTURE TIME



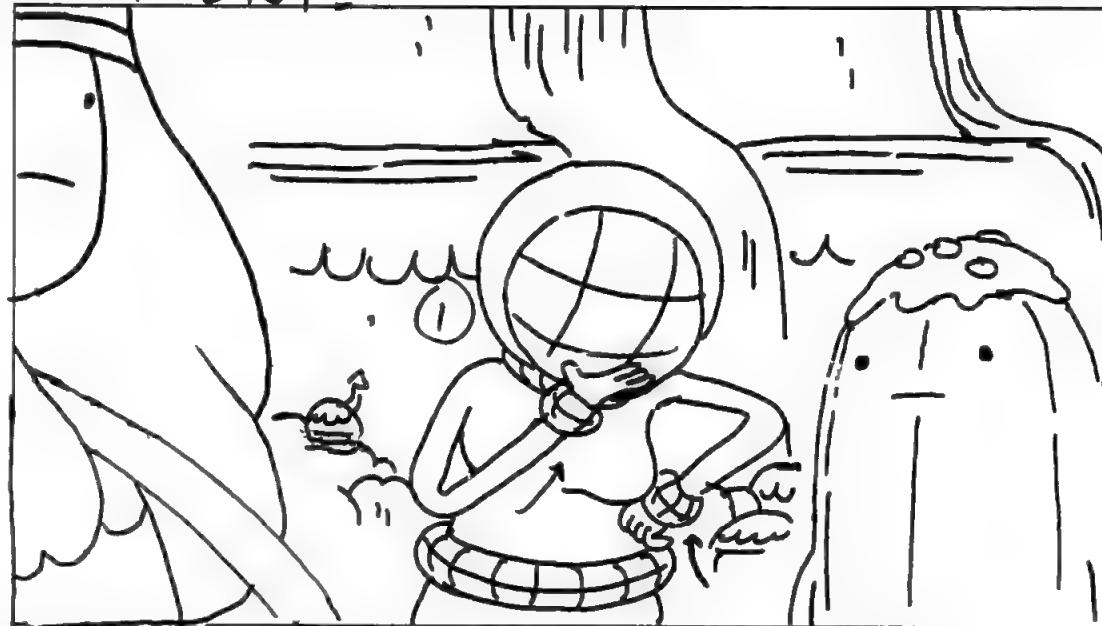
Page **54**

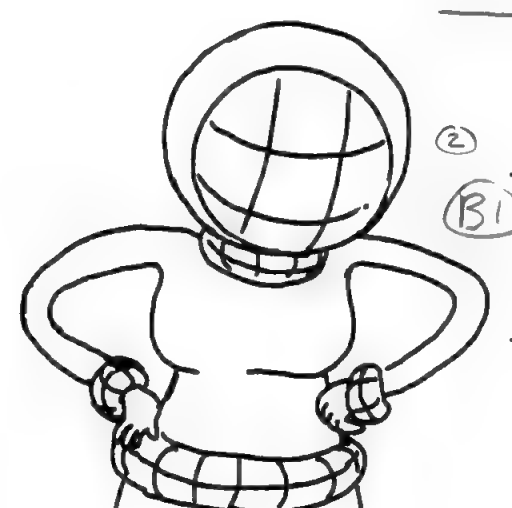
Cut

Sc. **51** Pnl. **A** Bg. day night



Sc. **51 CONT.** Pnl. **B** Bg. day night



Dial...	<u>Gridface/ The sleeper's --</u>	
Action:	- GP RUBS HIS CHIN.	
Timing:		

EPISODE #

1025-170

Production :

1025/170

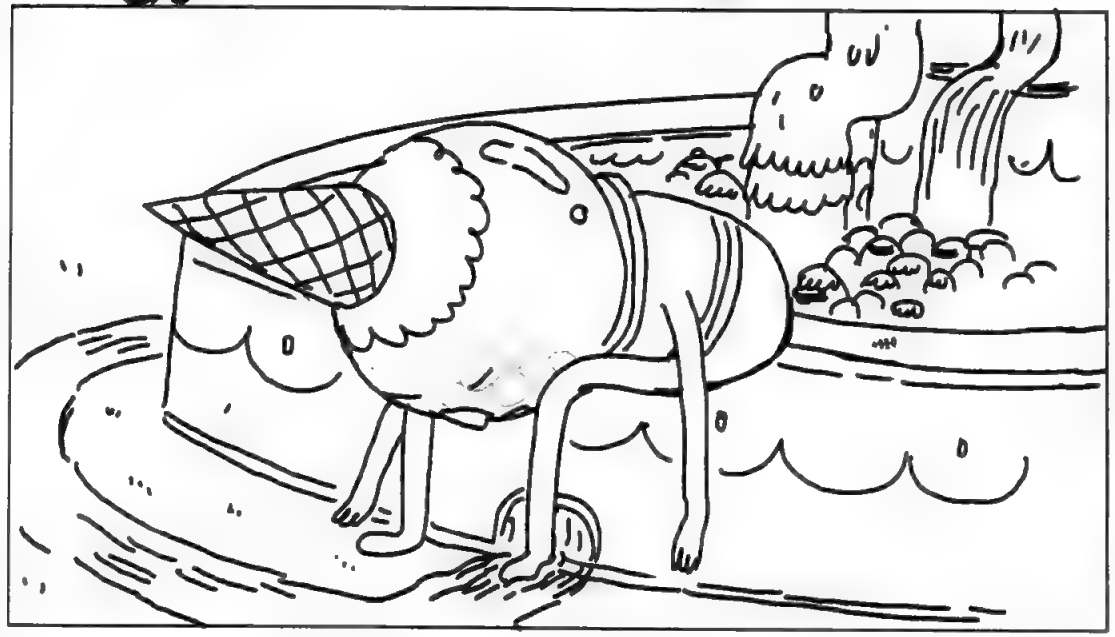
Cut

ADVENTURE TIME

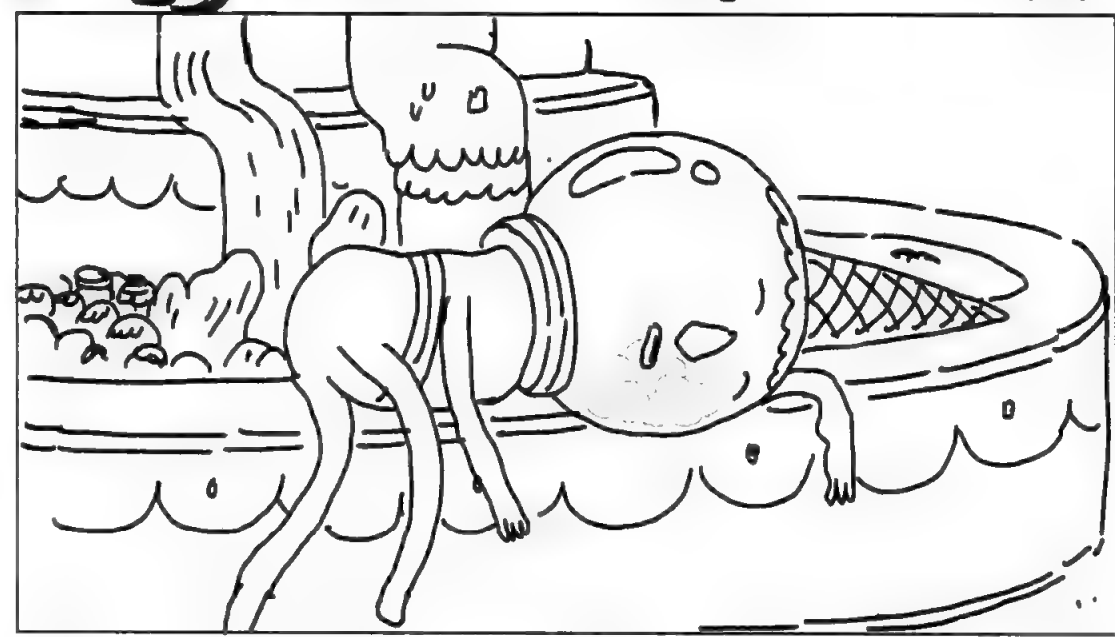


Cut

Sc. **52** Pnl. A Bg. day night



Sc. **53** Pnl. A Bg. day night



Dialog:	<p>G.F. / (c15) I DON'T KNOW HOW HE DISABLED -</p> <p>G.F. / (c16) - BOTH GUMBALL GUARDIANS</p>
Action:	<p>PEPPERMINT BUTLER, P.B., GRIDFACE + BANANA GUARD STANDING TINY BY G.G.'S BUTT.</p>
Timing:	<p>JAN 31 2014</p>

EPISODE #

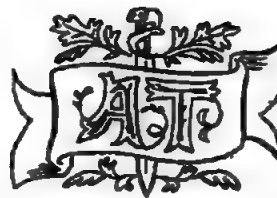
Production :

1025-171

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ADVENTURE TIME



Page

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Sc.

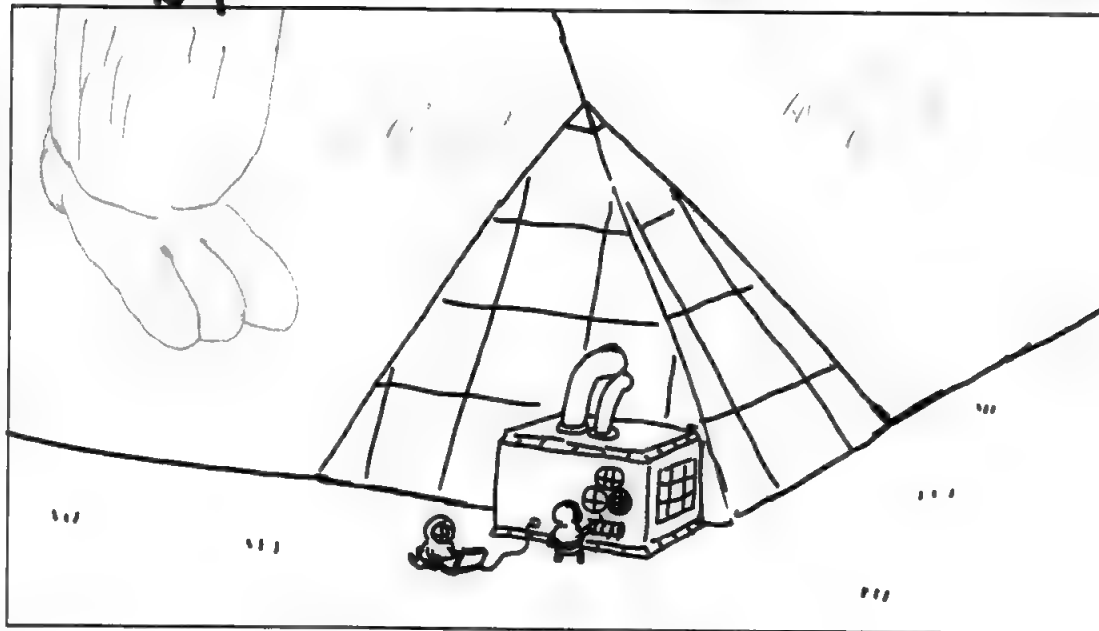
54

Pnl.

A

Bg.

day night



Sc.

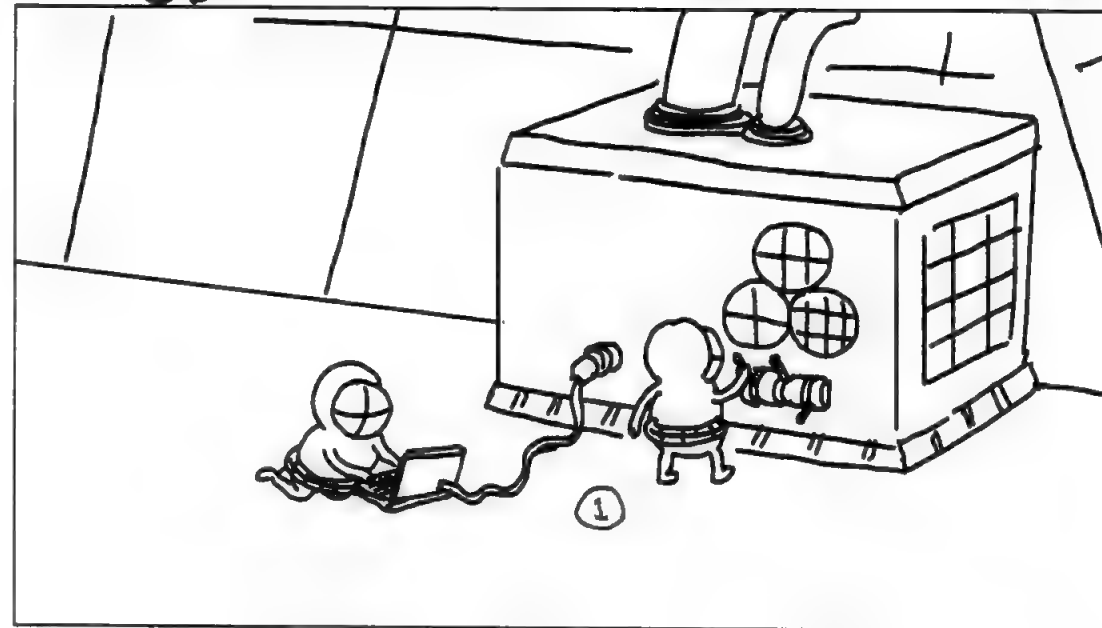
55

Pnl.

A

Bg.

day night



Dialog:

(O.S.)

G.F.

BUT AT LEAST I KNOW
MY TECH IS TIGHT.

G.F.

(CONT.) THE FIELD WILL HOLD LONG
ENOUGH -

JAN 31 2014

Action:

Timing:



Production :

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1025/170

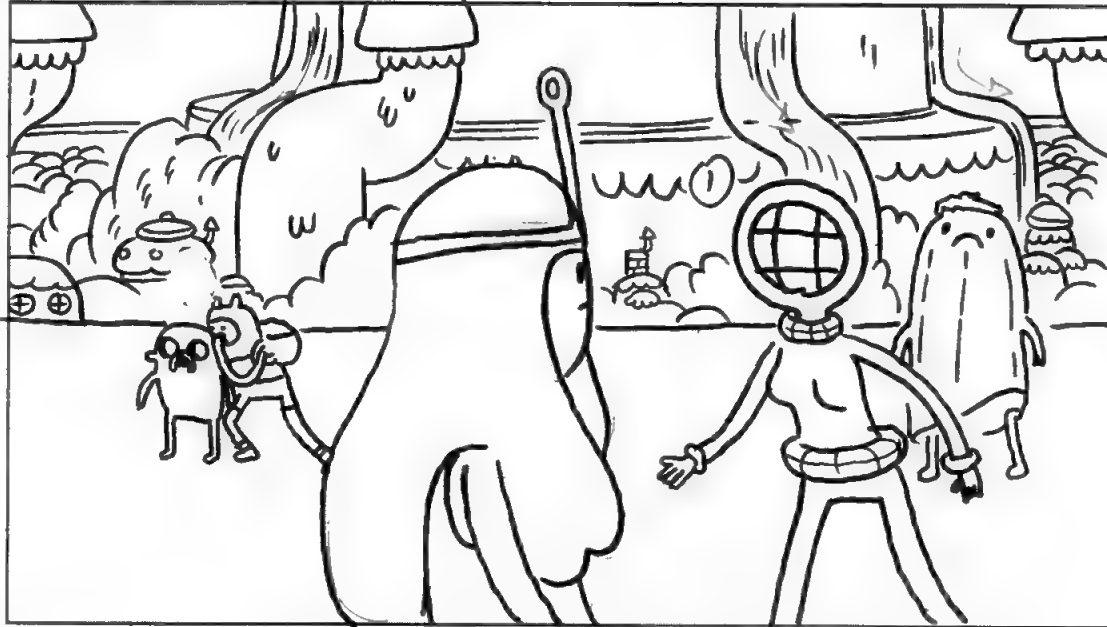
1025/170

ADVENTURE TIME

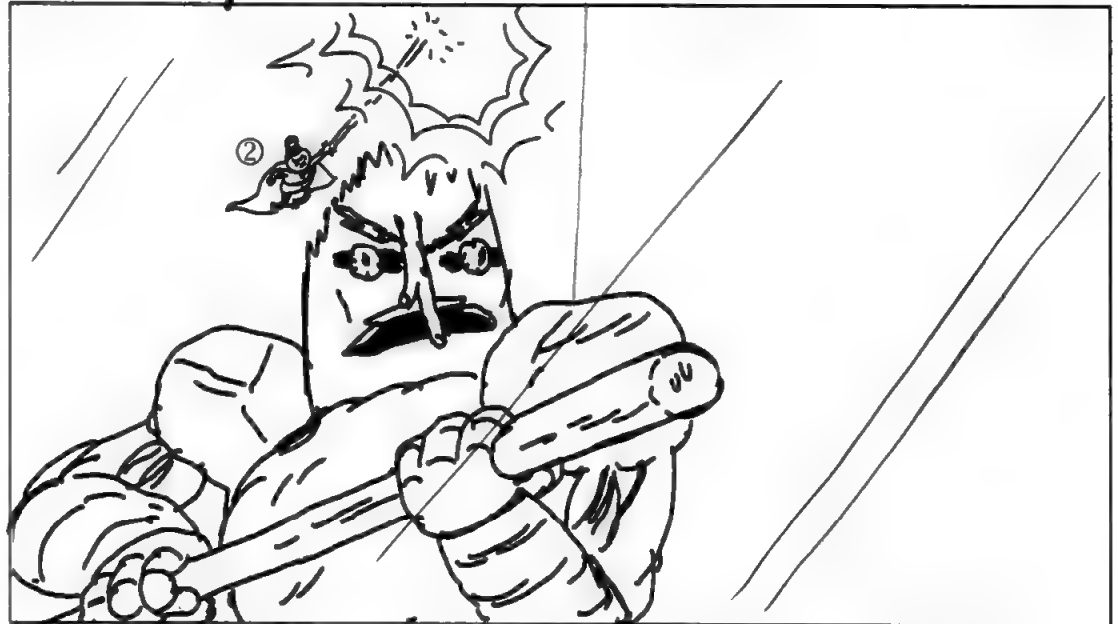


Page **51**

Sc. **56** Pnl. **A** Bg. day night



Sc. **57** Pnl. **A** Bg. day night



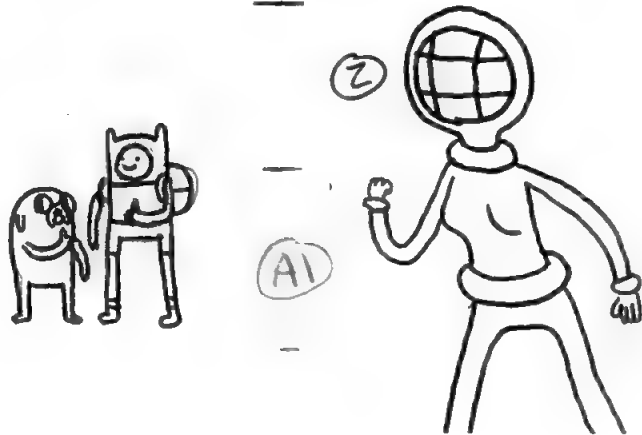
Dialog: (G.F.) (CONT.) ① FOR YOU TO THINK OF A ② WEAK PLAN!

③ POUND! POUND! ZAP! ZAP! ZAP!

JAN 3 1 2014

Action: ②

Timing: ① ③ ④



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Production :

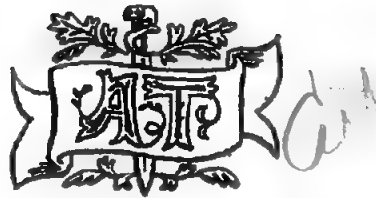
1025/170

1025/170

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ADVENTURE TIME



REVISED
02/13/14

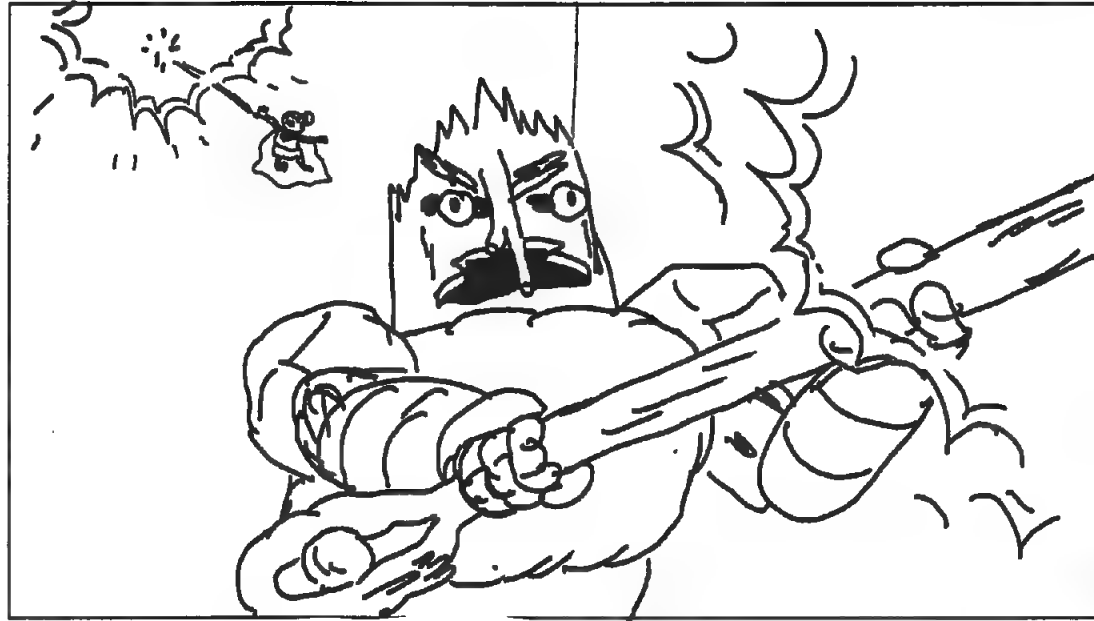
Page 58

Sc. 57

Pnl. B

Bg.

day night

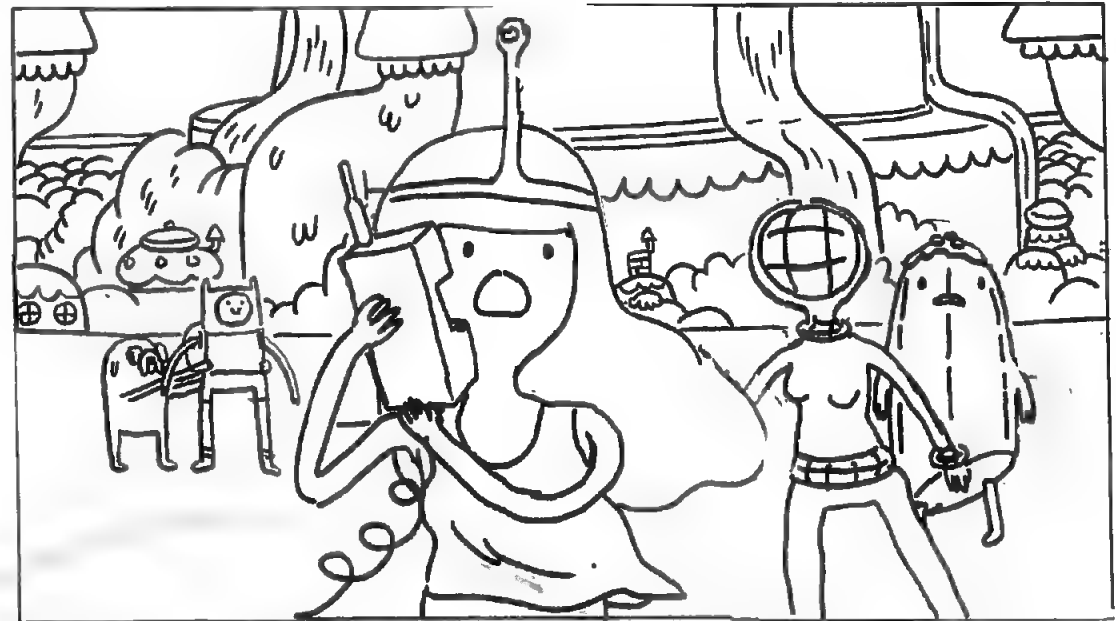


Sc. 58

Pnl. A

Bg.

day night



Dialog:

DARRIN: [G T]

Action:

Timing:



(A2)

↑
Finn + Jake
stretch
off screen



(PB) (A) COL. CANDY CORN!
(ON WALKIE TALKIE)

(STARTING POS.)

025-171

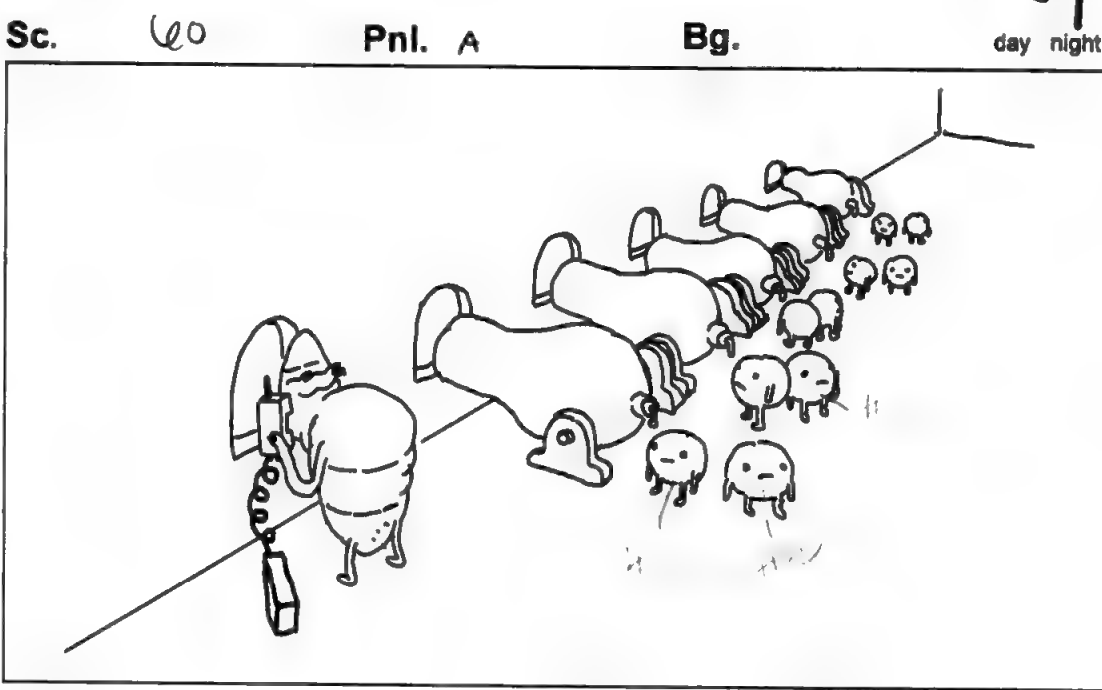
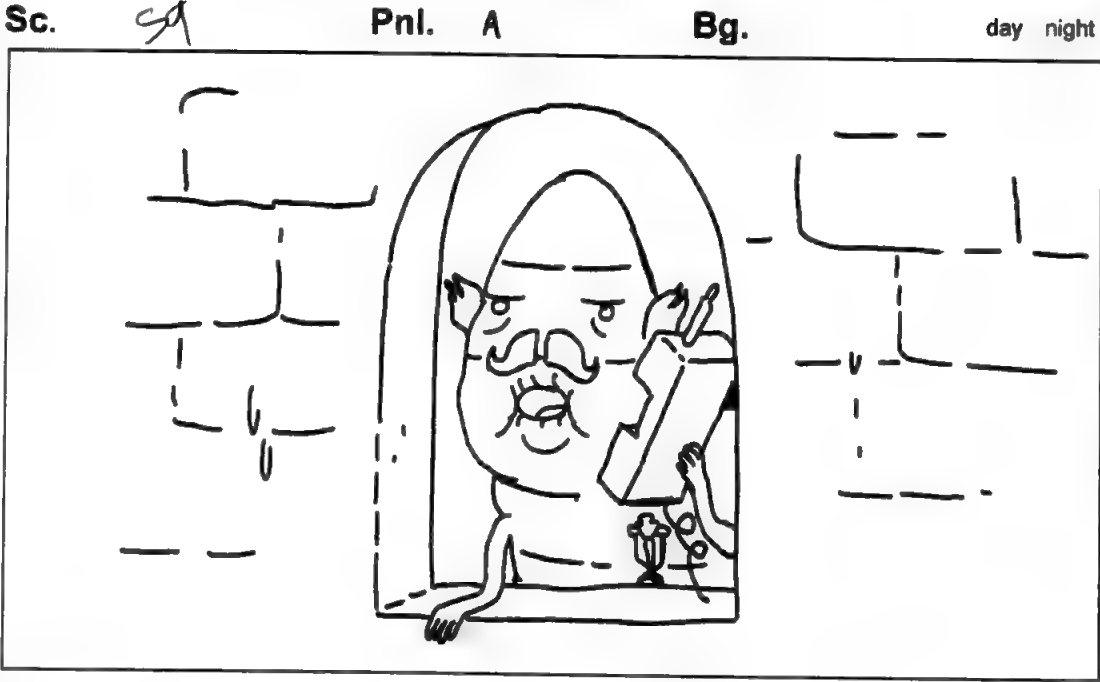
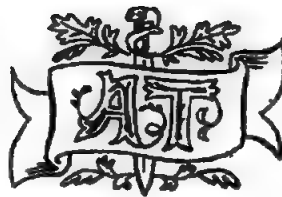
EPISODE #

Production :

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ADVENTURE TIME



Dialog:	(CCC) / HRMPH! YES, PRINCESS!	(9,5) (PB) / READY THE CANONS, YA' GOT ME?
Action:	JAN 31 2014	
Timing:		

Cut

EPISODE #

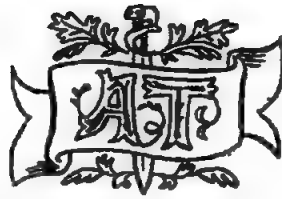
1025-171

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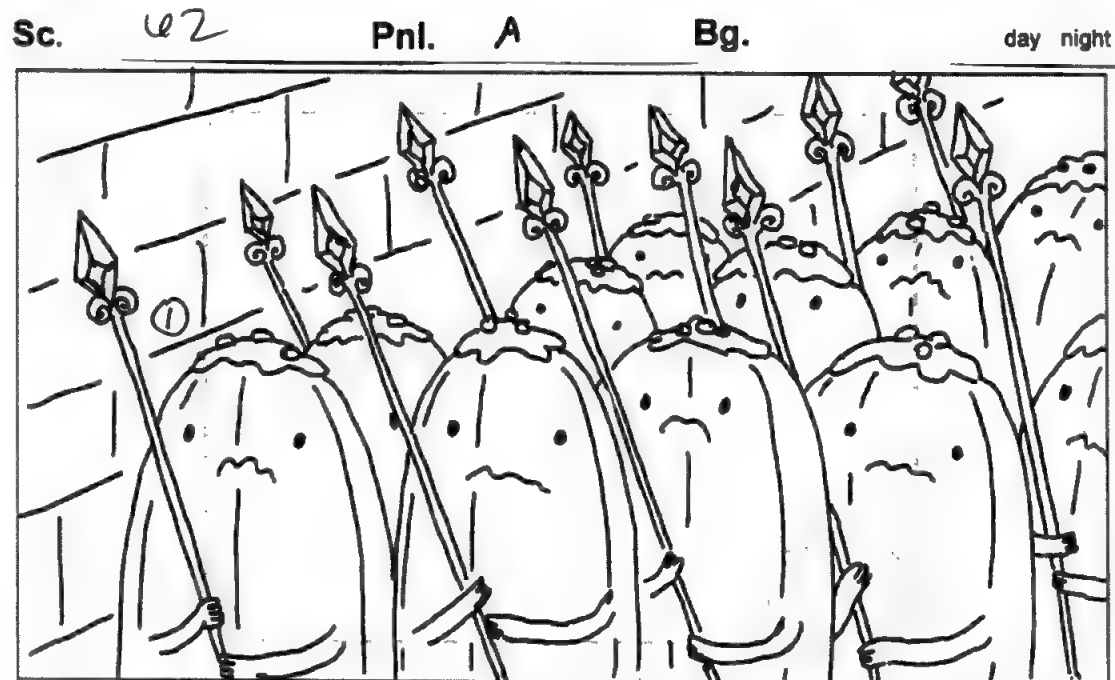
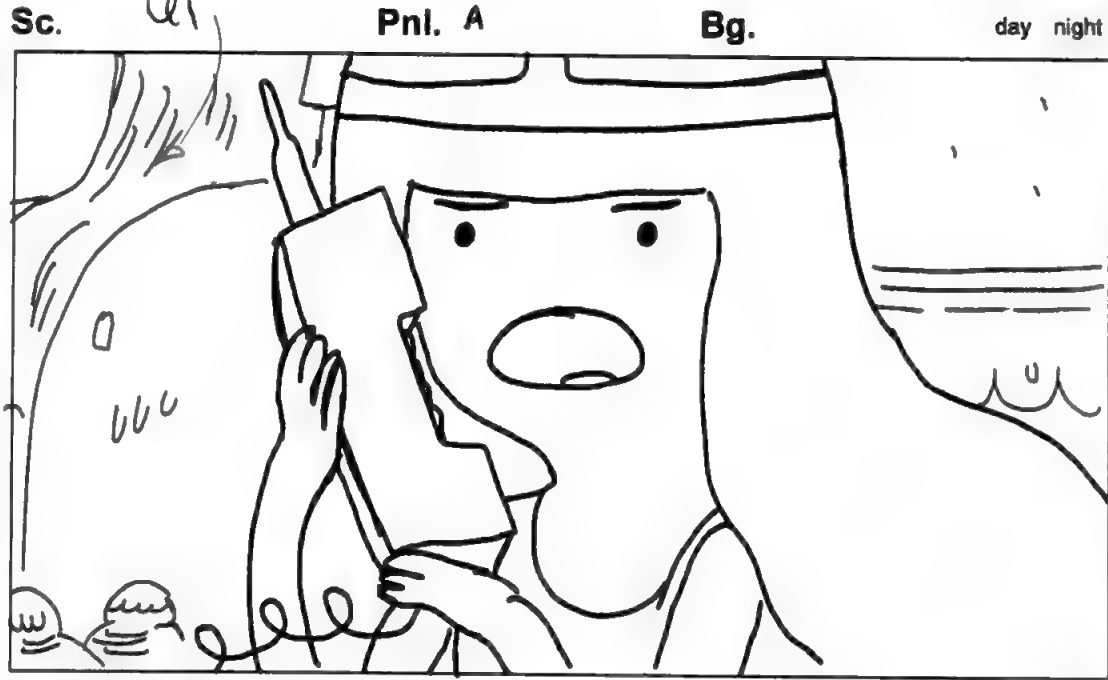
Production :

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ADVENTURE TIME



Page **60**



Dialog: IF THEY GET THROUGH
(PB) THAT BARRIER

Action:

Timing:

Production:

Notes:
 - B. GUARDS LOOK AT EACH OTHER NERVOUSLY.

Diagram:
 (1) → (2) → (1)

Date: JAN 31 2014

1025/170

Cut

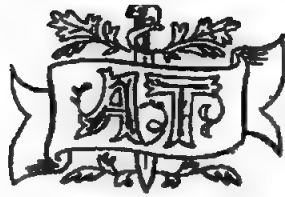
EPISODE #

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1025/170

Cut

ADVENTURE TIME

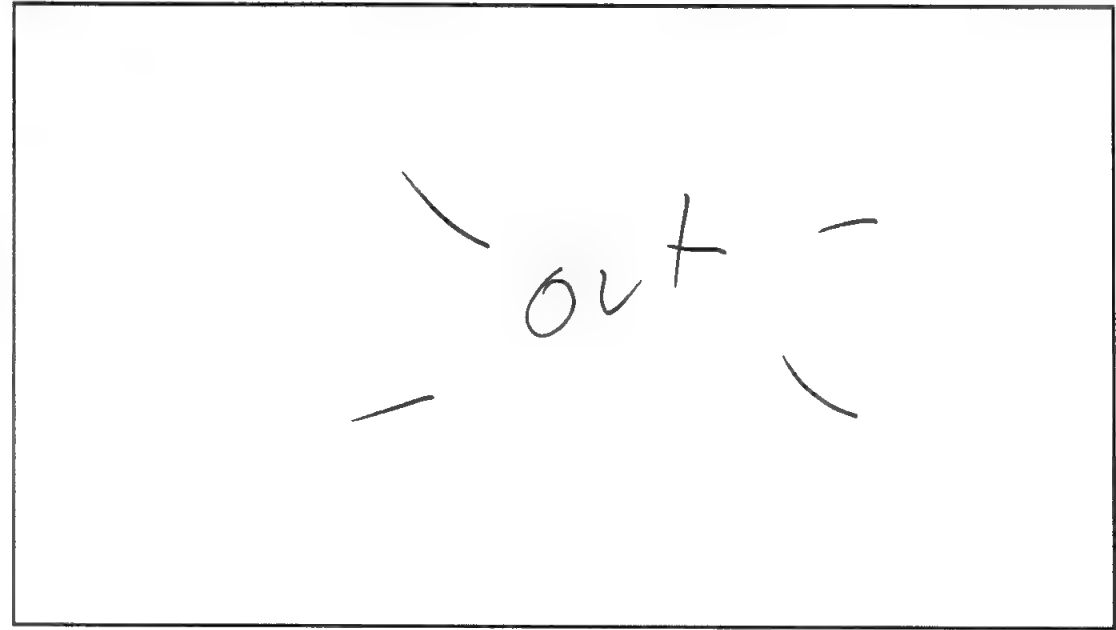


Page 61

Sc. 63 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



(CCC) / WILL DO PRINCESS
AND LET ME JUST SAY,

Action:

JAN 31 2014

Timing:

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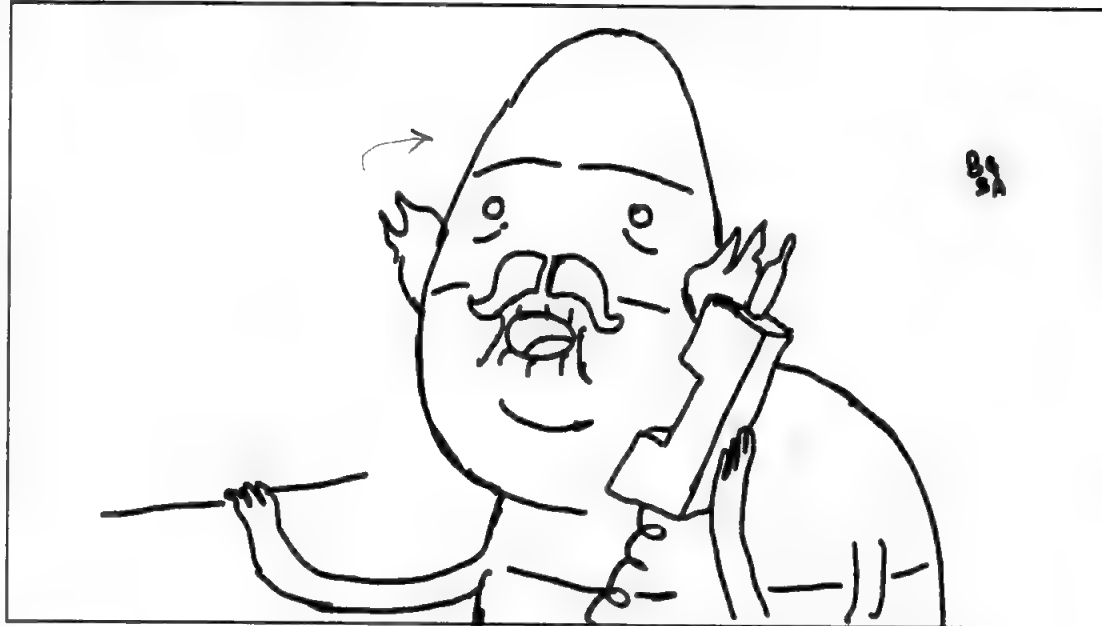
1025/170

ADVENTURE TIME



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Sc. 63 CONT Pnl. B Bg. day night



Sc. 64 Pnl. A Bg. day night



Dialog:

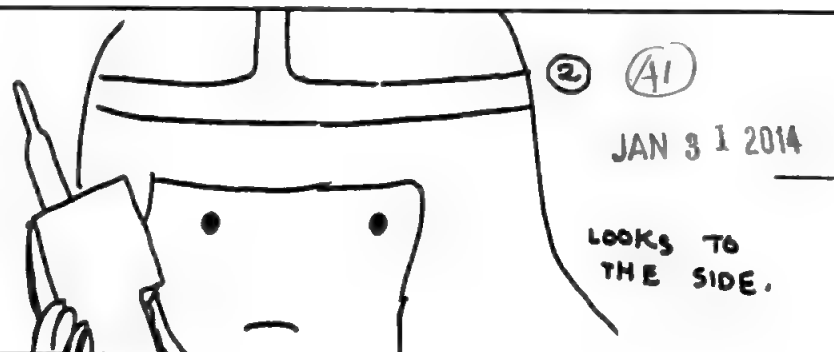
(ccc) / THANK YOU FOR PUTTING
THIS OLD CREASE BACK IN
THE FIELD.

(c.c.s)

(ccc) / I haven't been the same since my
lovely Linda passed away...

Action:

Timing:



EPISODE #

Production :

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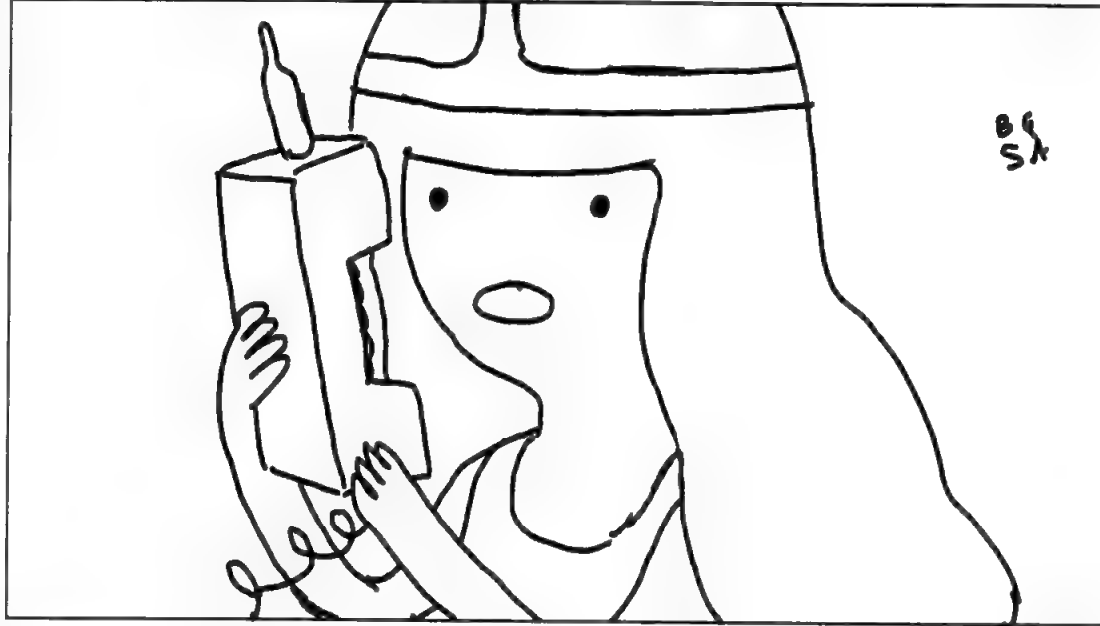
ADVENTURE TIME



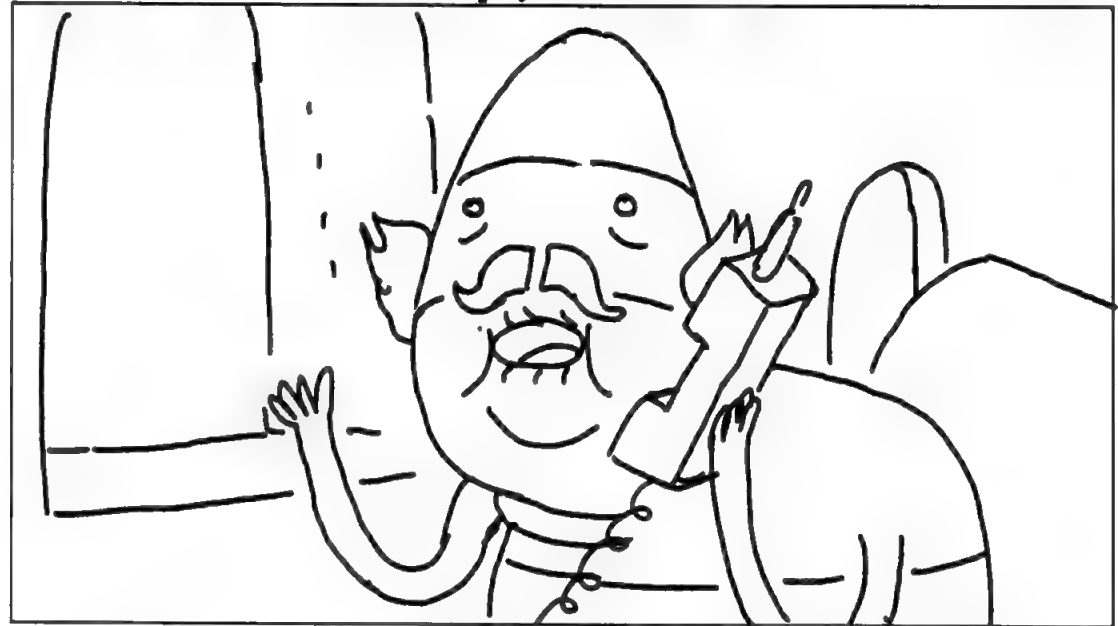
Page 63

Cut

Sc. 64 cont Pnl. B Bg. day night



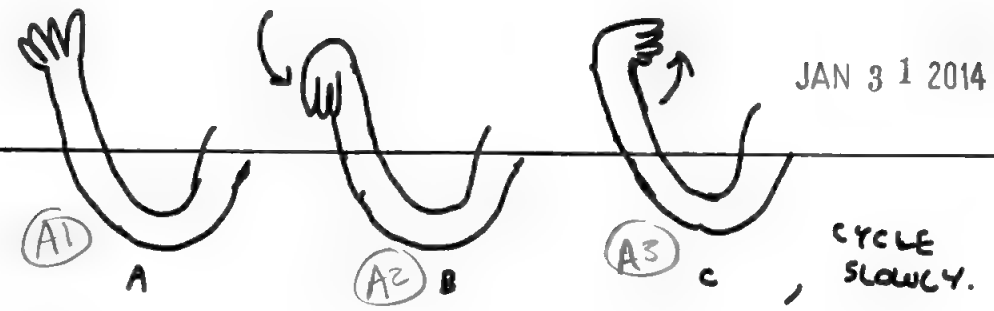
Sc. 65 Pnl. A Bg. day night



Dialog: PB/ Yeah. Good luck. ccc ehh I tried dating again you know --

Action:

Timing:



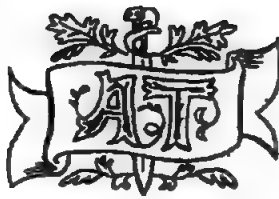
EPISODE #

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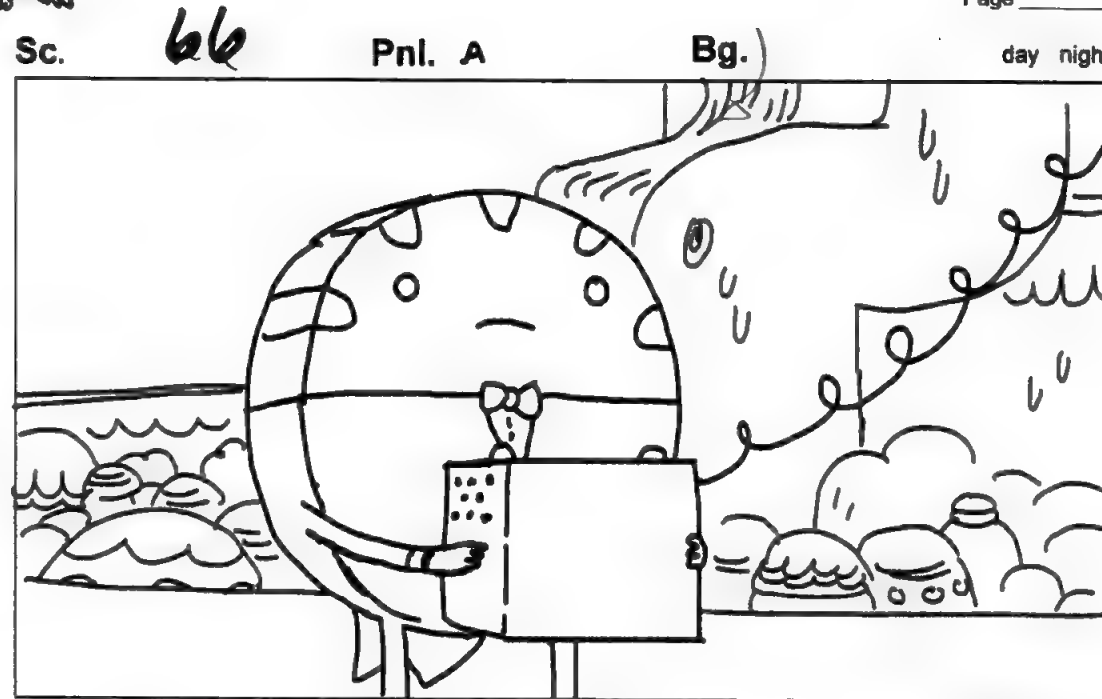
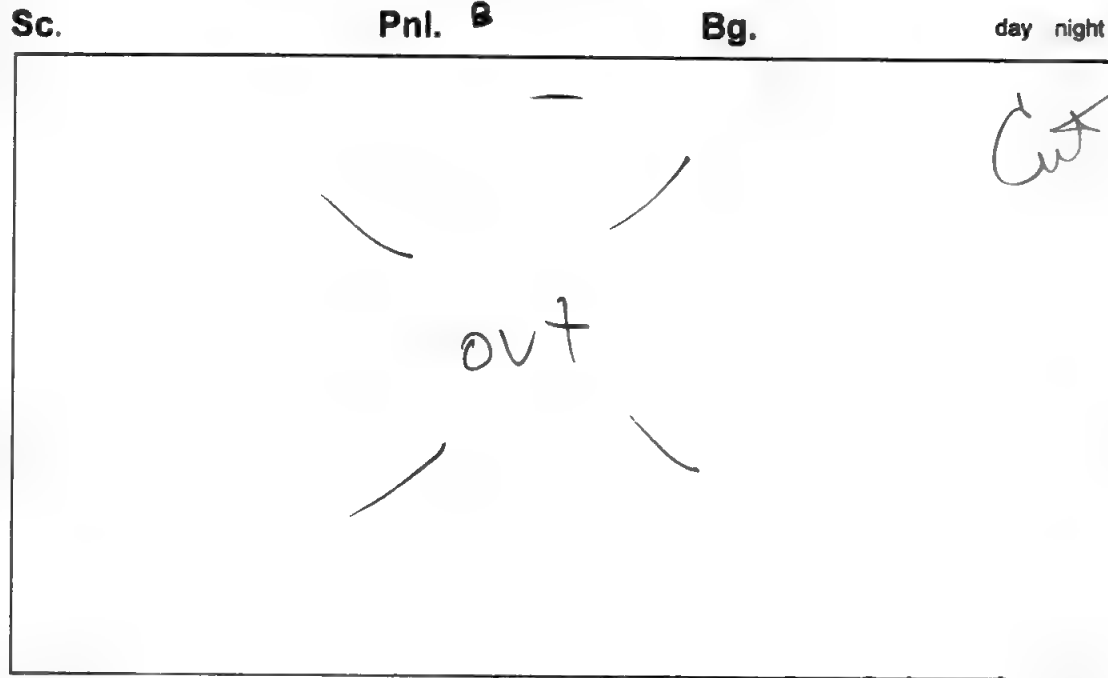
Production :

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ADVENTURE TIME



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Dis	<p>(CCC) (CONT.) (O/S)</p> <p>... BUT THESE YOUNG GIRLS THINK I'M TOO SERIOUS OR SOMETHING ...</p> <p>JAN 3 1 2014</p>
Act	
Trn	

EPISODE #

Production :

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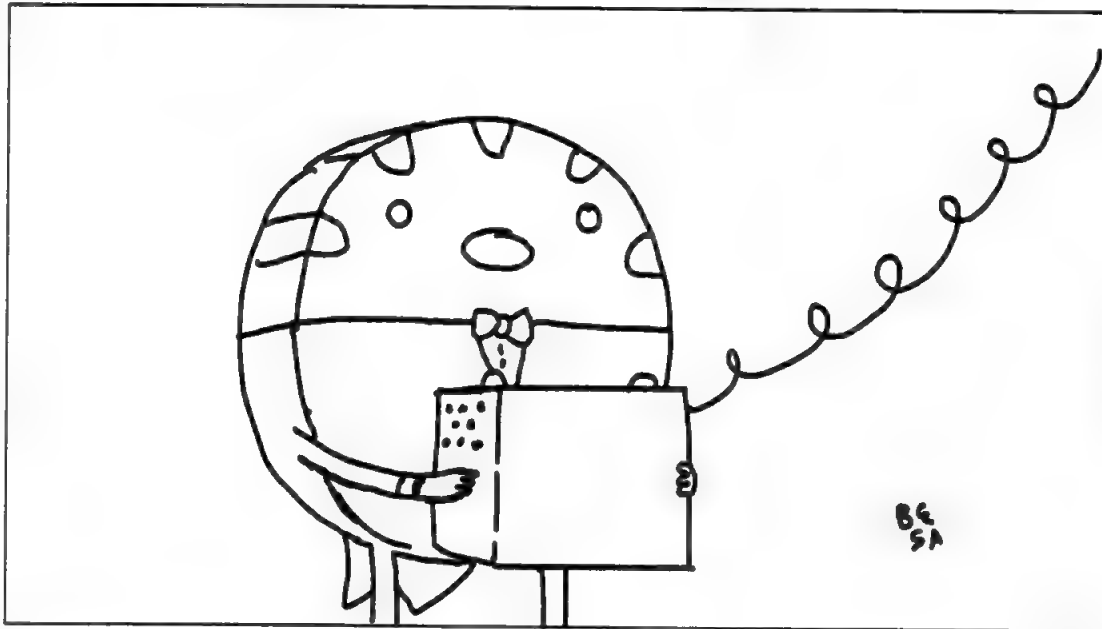
1025/170

ADVENTURE TIME

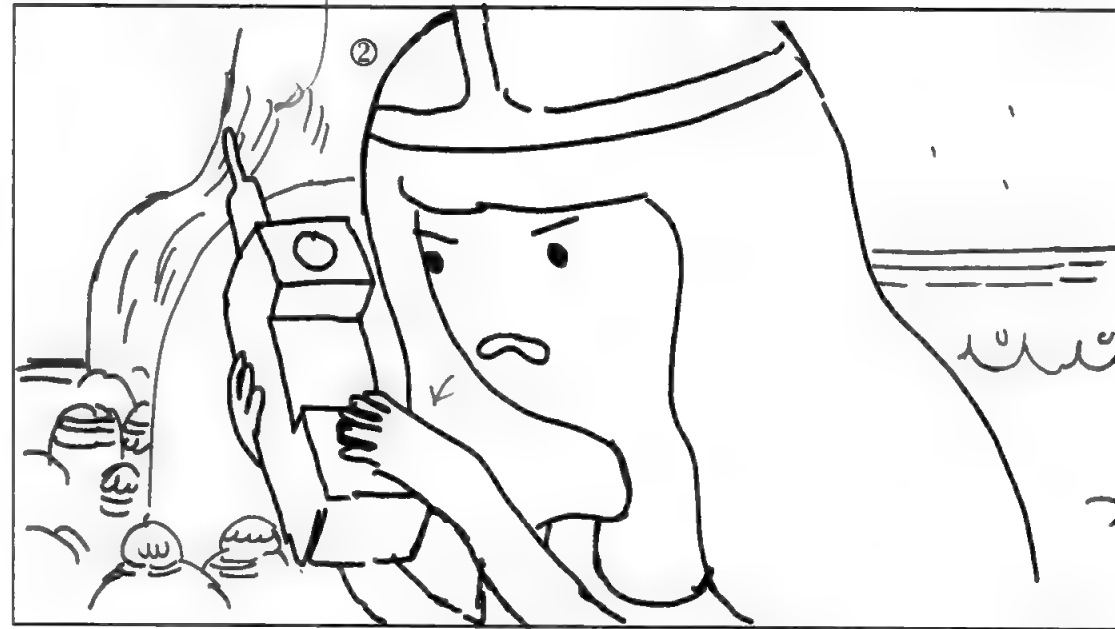


Page 65 *Cut*

Sc. 66 CONT Pnl. B Bg. day night



Sc. 67 Pnl. A Bg. day night



Dialog:	<p><u>PEPBUT</u> / WHY DON'T YOU DATE SOMEONE YOUR AGE?</p> <p><u>PB</u> / Peppermint Butler come on!</p> <p>JAN 31 2014</p>
Action:	<p>- PB COVERS RECEIVER</p> <p><u>AD</u> ①</p>
Timing:	



Production :

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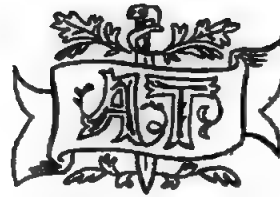
1025-170

1025/170

EPISODE #

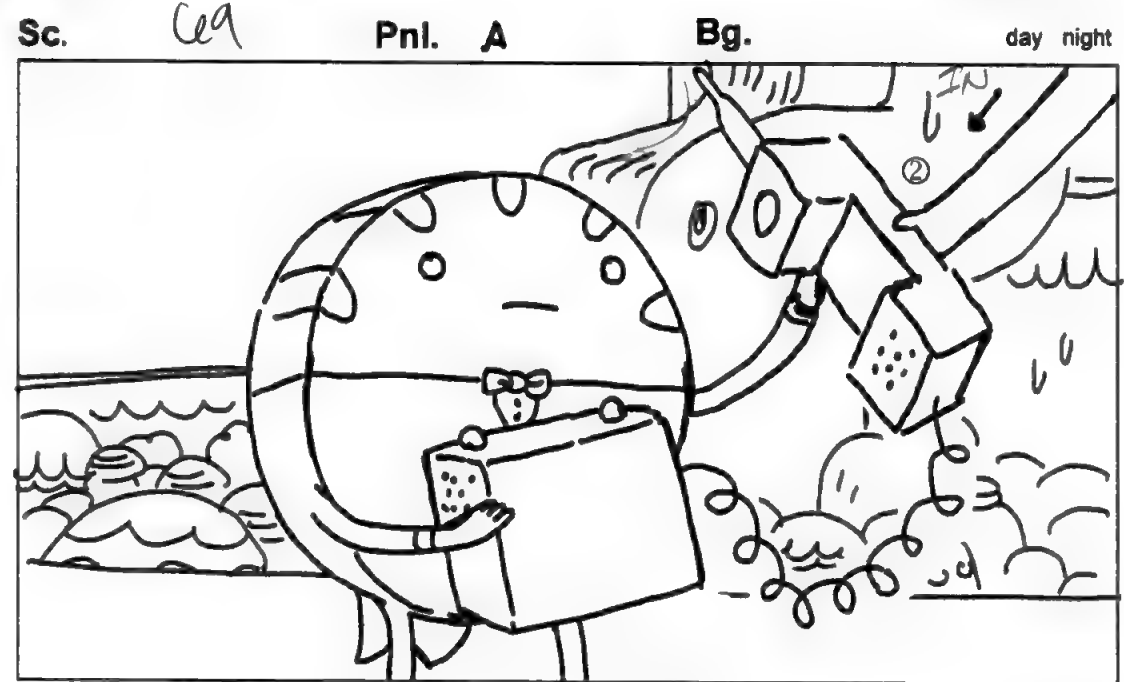
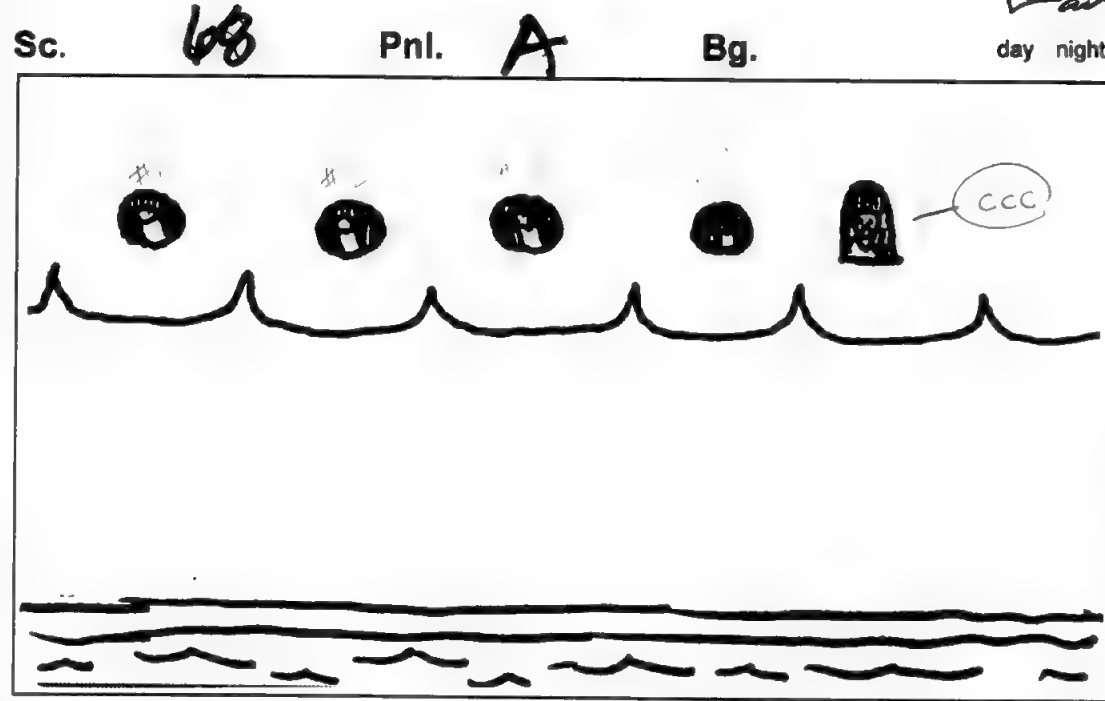
Cut

ADVENTURE TIME



Cut

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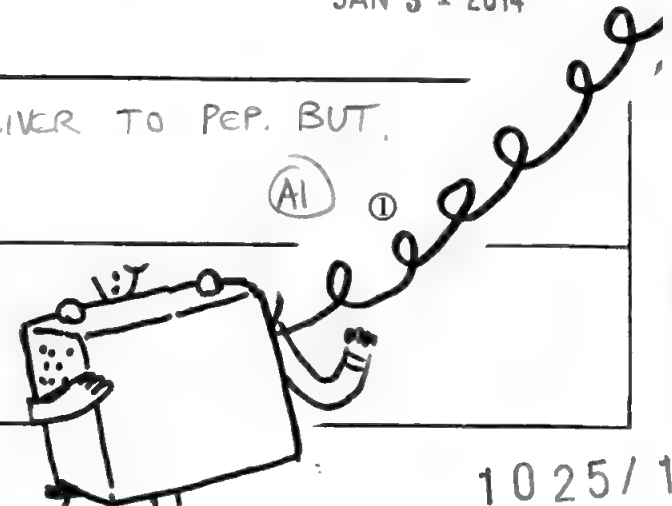
Dialog:
 CCC / Women my age don't hang out!
 Where are they hiding?

CCC (o.s.) / I need a young -

JAN 31 2014

Action:
 - PB HANDS RECEIVER TO PEP. BUT.

Timing:



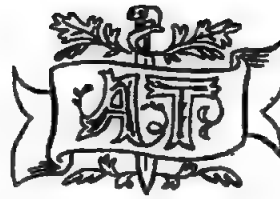
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EPISODE #

1025/170 1025-170

Production :

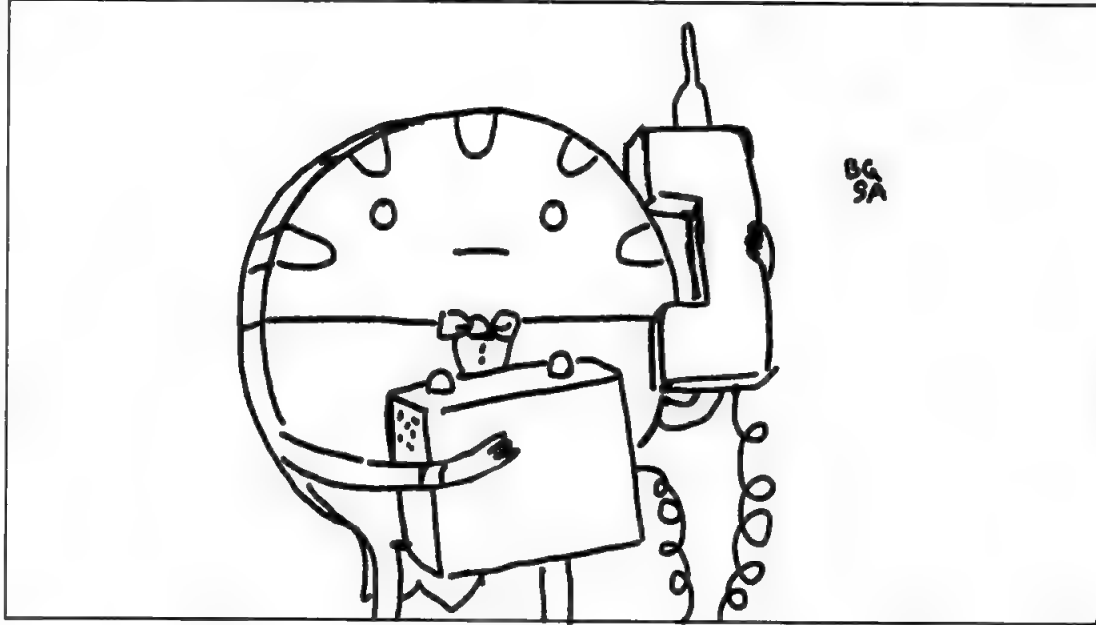
ADVENTURE TIME



Cut

Page 67

Sc. 69 *cont* Pnl. B Bg. day night



Sc. 70 Pnl. A Bg. day night



Dialog: (C15)
 (CCC) GIRL WITH AN OLD
 SOUL to heal my heart...

SFX. : : : POUND POUND : : :

Action:

JAN 31 2014

Timing:

EPISODE #

Production :

1025/170 1025-170

1025/170

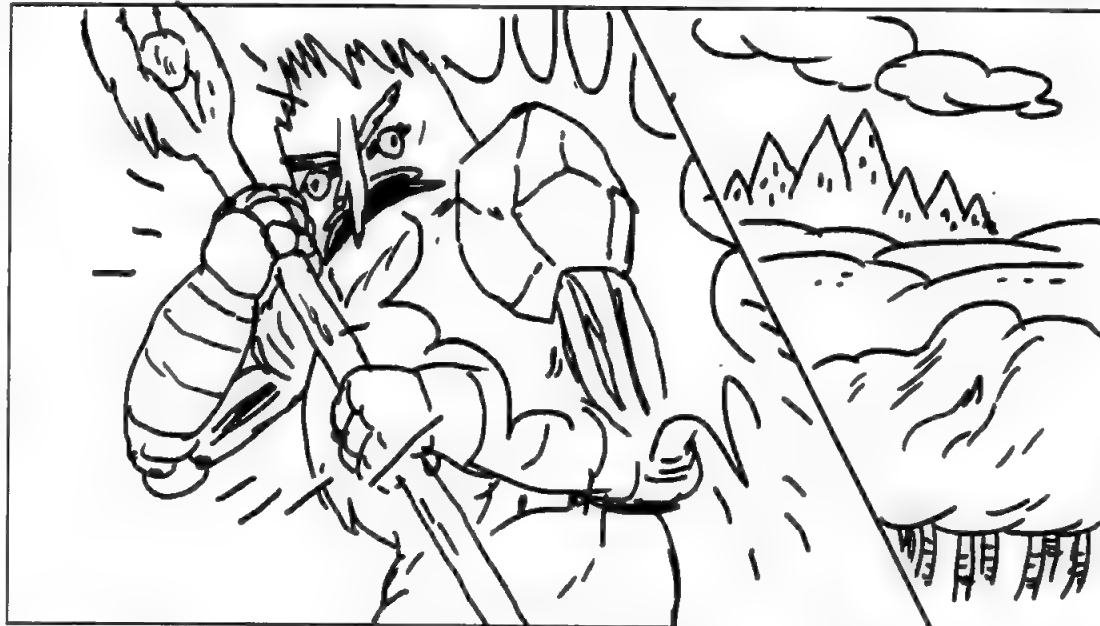
1025/170

ADVENTURE TIME



Page 68

Sc. 76 *CONT* Pnl. B Bg. day night



Sc. 71 Pnl. A Bg. day night



Dialog: *POVND POVND* *SFX: ZAP!*

Action: *- DARREN THROWS SHOULDER AGAINST FORCE FIELD.* *- MAJA ZAPS FORCEFIELD WITH MAGIC.*

Timing: *(AI)* *JAN 3 1 2014*



EPISODE #

1025/170

1025-170

Production :

1025/170

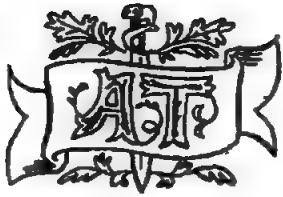
1025/170

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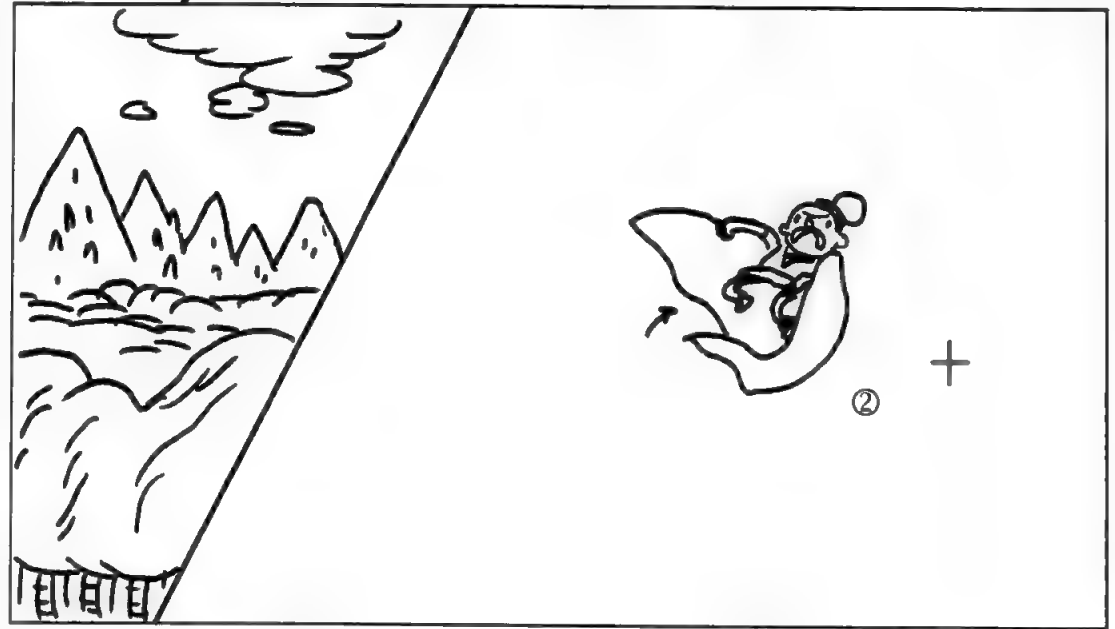
ADVENTURE TIME



Page 69

Cut

Sc. 71 CONT Pnl. B Bg. day night



Sc. 71 CONT Pnl. C Bg. day night



Dialog:

SFX: ZZAP!!

Action:

Timing:

(B) 1 + (C) 1

JAN 31 2014

EPISODE #

Production :

1025-170

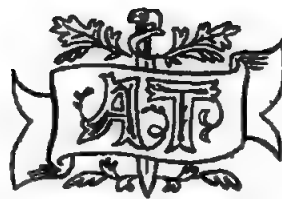
1025/170

1025/170

1025/170

Cut

ADVENTURE TIME



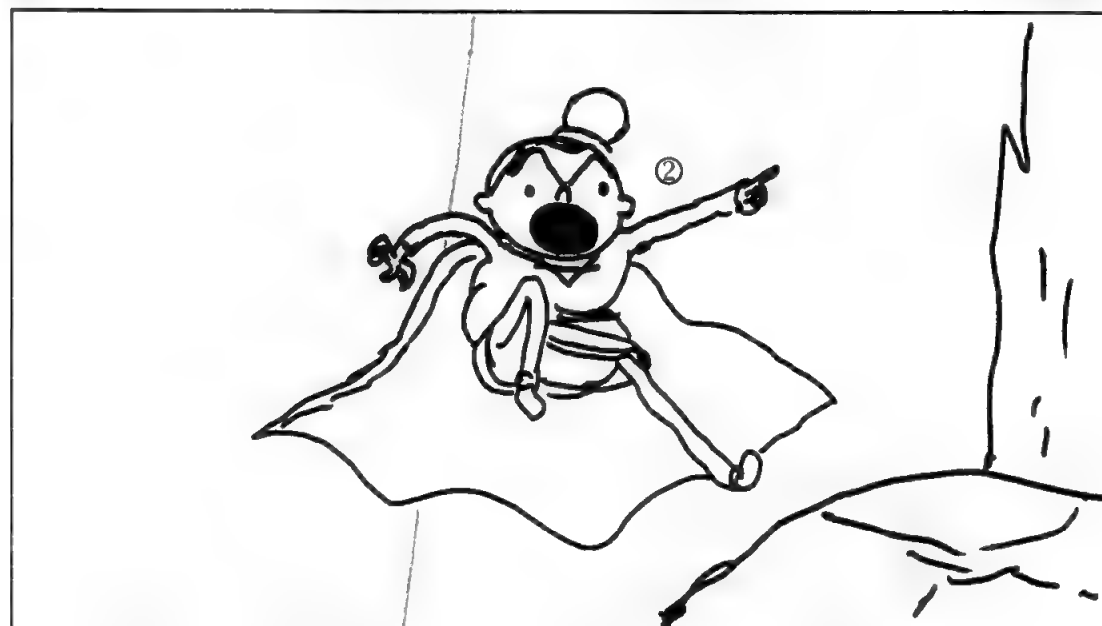
Cut



Page 70
day night

Sc. 72 Pnl. A Bg.



Sc. 73 Pnl. A Bg.



Dialog:	<u>DARREN</u> / THIS IS TAKING TOO LONG!	<u>MAJA</u> / THEN DO THE THING !!!!!
Action:	 <u>AI</u>	 <u>AI</u>
Timing:		JAN 31 2014

H1
A18

EPISODE #

1025-170

1025/170

Production :

1025/170

HU
Cut

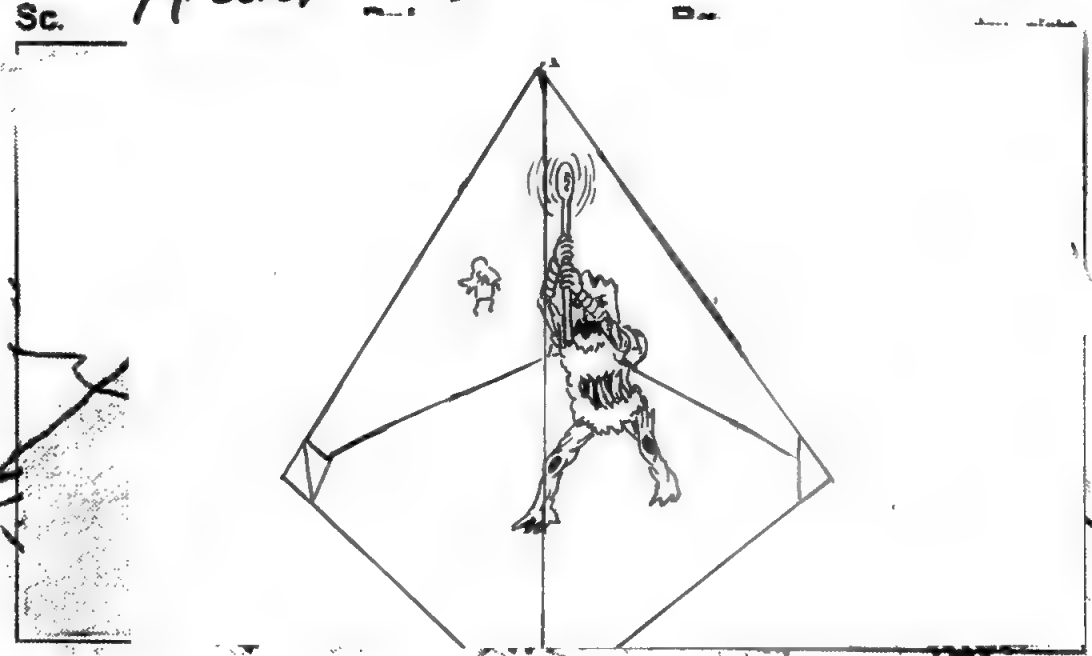
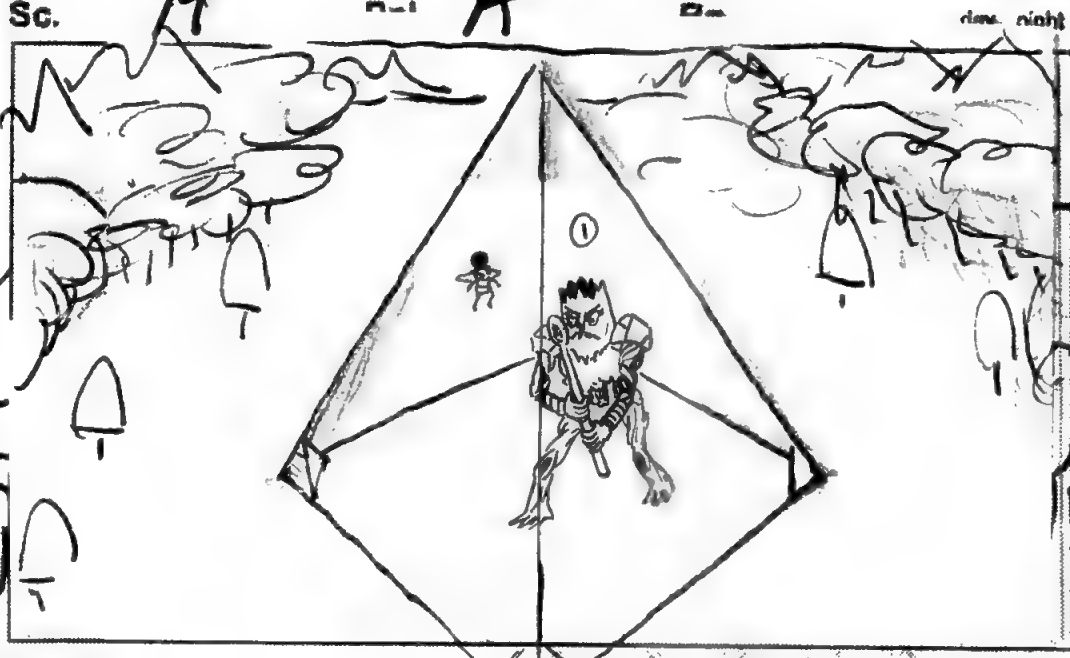
ADVENTURE TIME



74 CONT B

Page 71

HU
Cut



Dialog:

Action:

staff glows

DARREN evil backwards
incantation



JAN 3 2014

EPISODE #

Production :

1025-171

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1025/170

40
cut

ADVENTURE TIME



Page 72
72A NEXT
day night

Sc. **75**

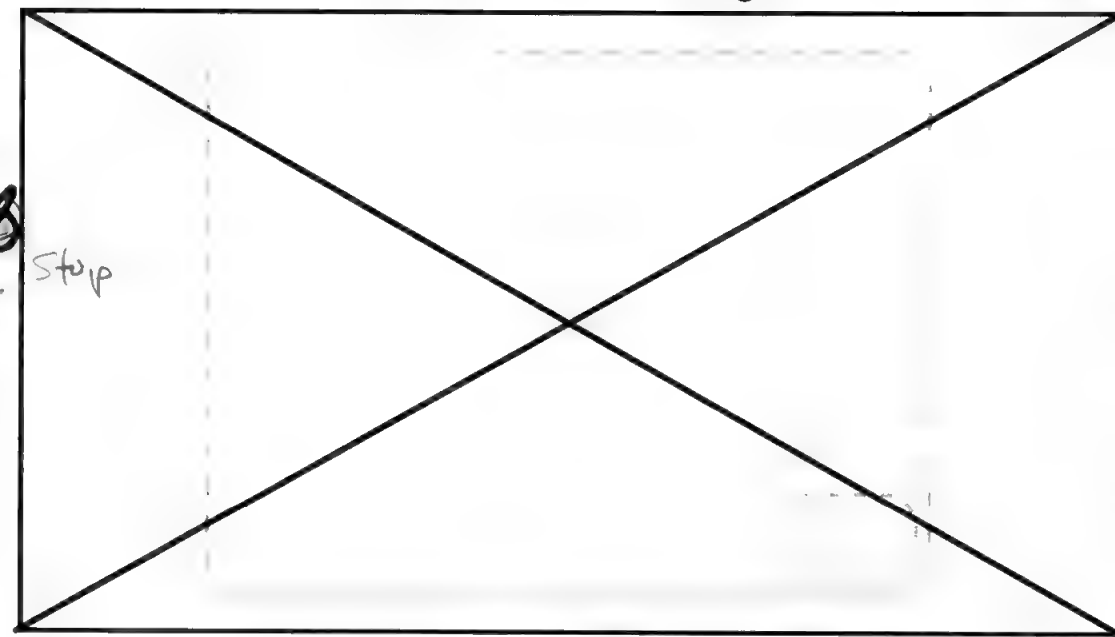
Bg.

day night

Sc.

Pnl.

Bg.



DARREN: incantation

- PAN UP TO SKY.

JAN 31 2014

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EPISODE #

1025/170

Production:

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1025/170

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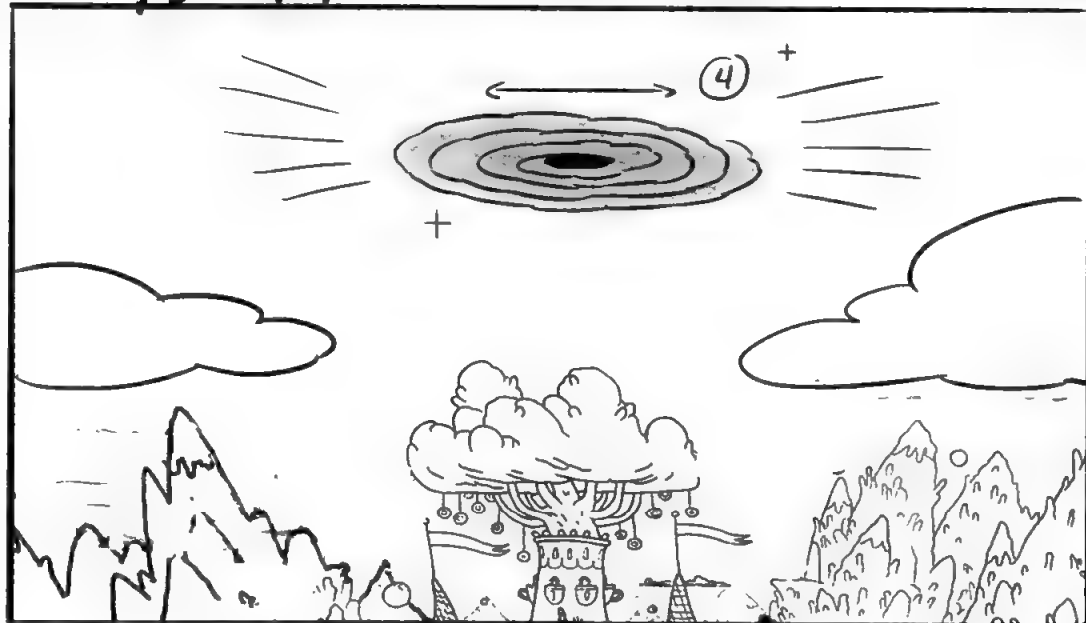
ADVENTURE TIME



Cut

Sc. 75 cont Pnl. C Bg.

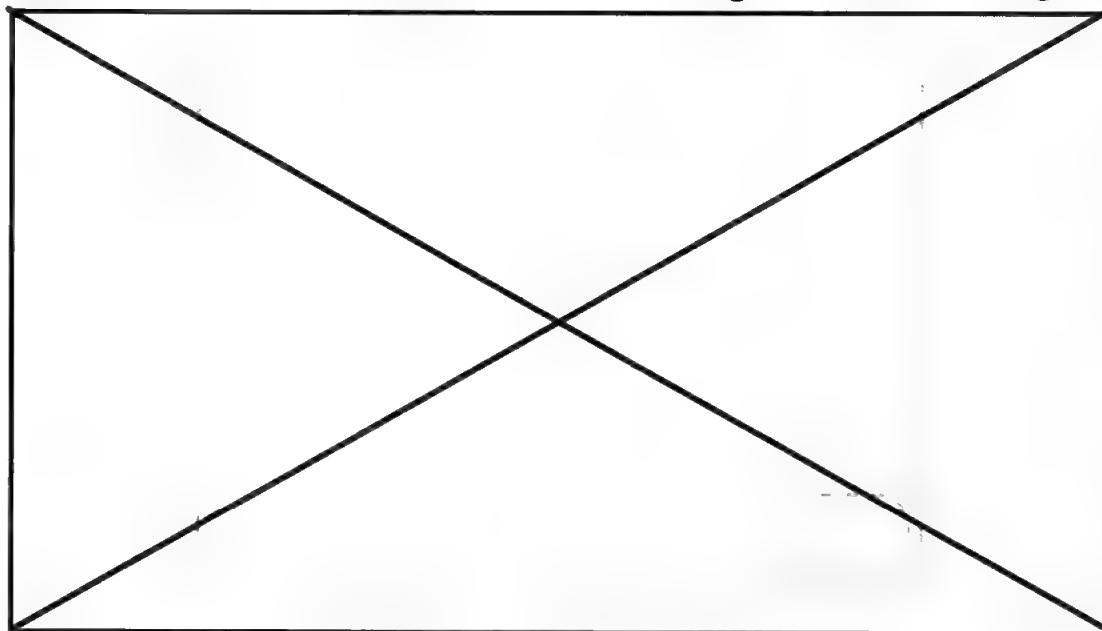
day night



Sc. Pnl. Bg.

Page 72A

73 next
day night



Dialog:

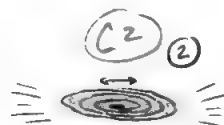
Action:

portal opens +

Timing:

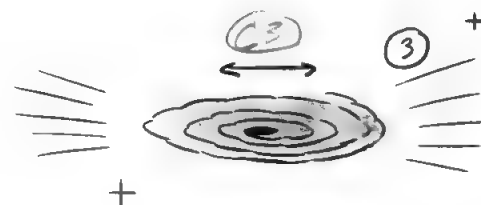
(C1) ①

+



+

+



+

JAN 31 2014

EPISODE # 1025-170

1025/170

Production:

1025/170

1025/170

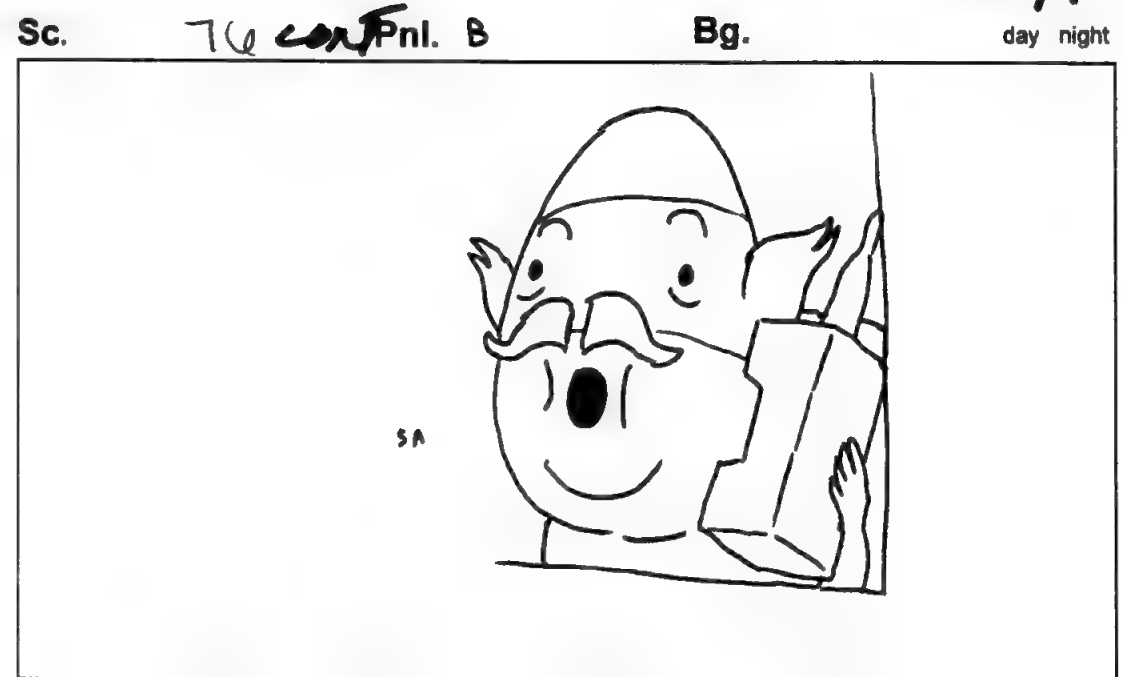
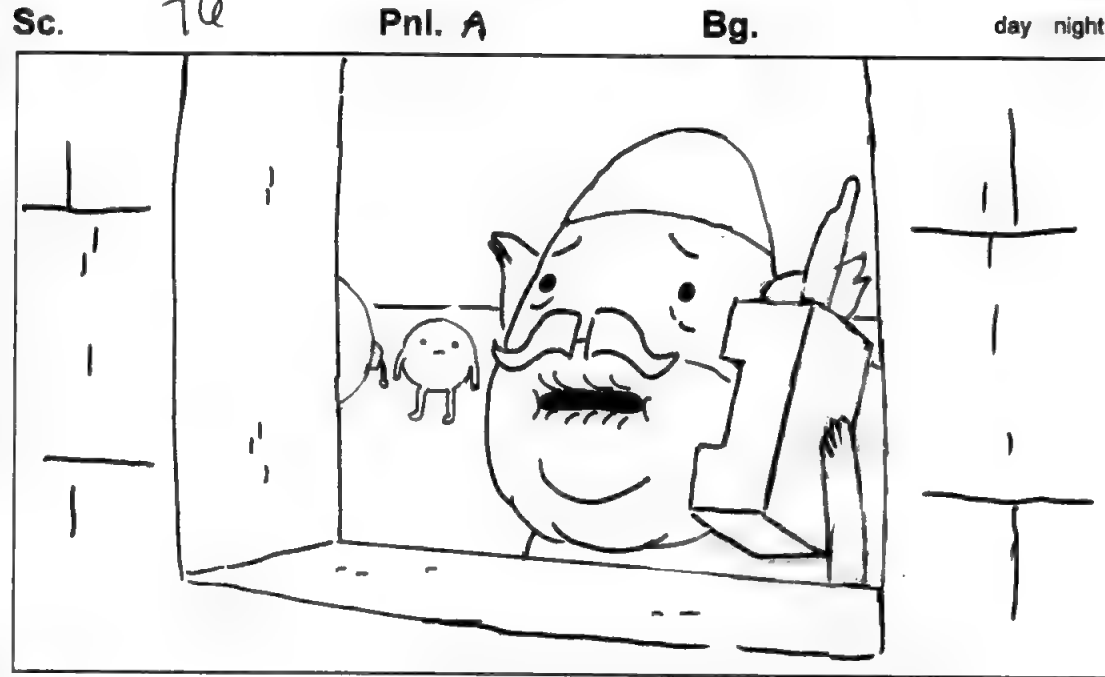
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Cut

ADVENTURE TIME



Page **77**
day night



Dialog:	(ccc) / -what am I supposed to -	(ccc) / OOP! PARTY'S STARTING!
Action:		
Timing:		

JAN 31 2014

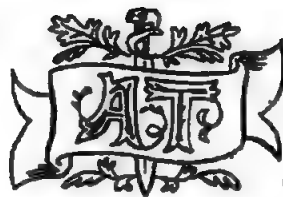
EPISODE # **1025-170**
1025/170
Production :

1025/170

1025/170

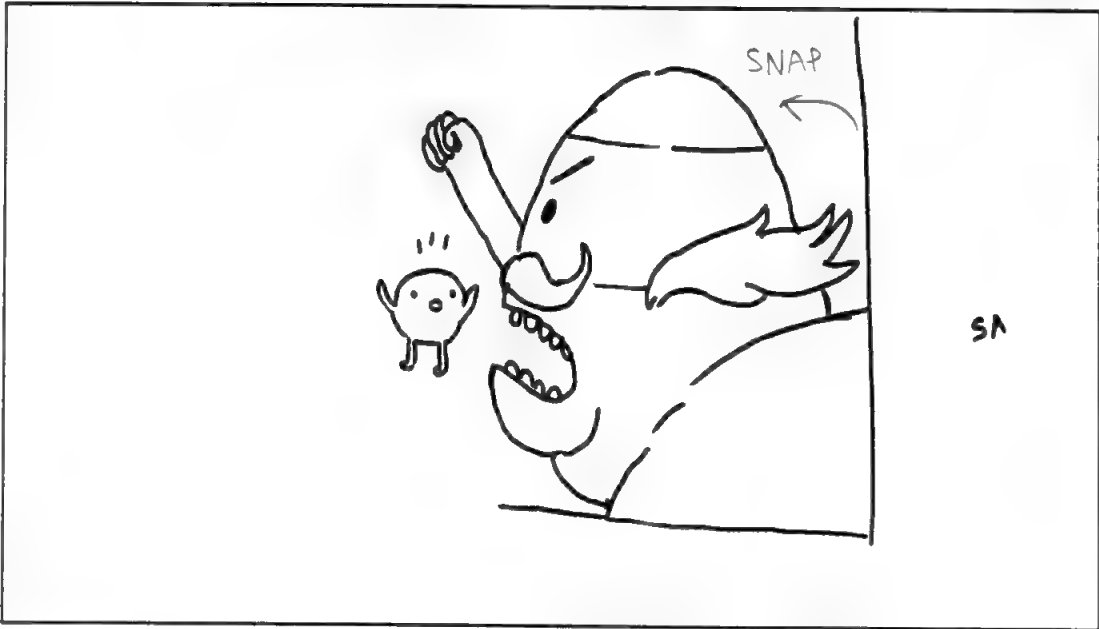
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ADVENTURE TIME

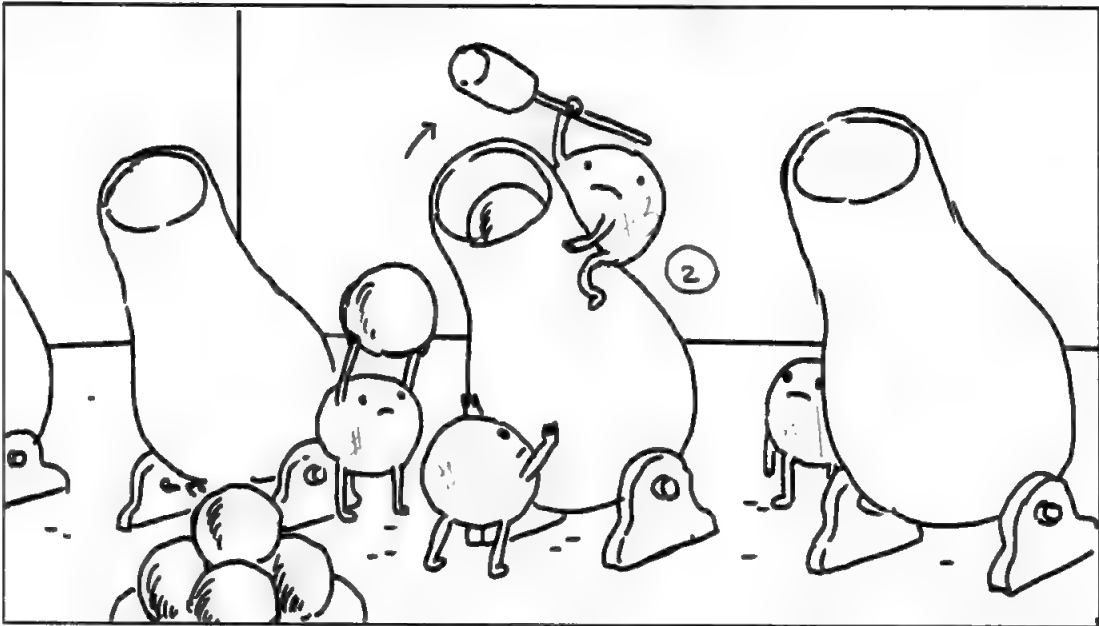


Cut

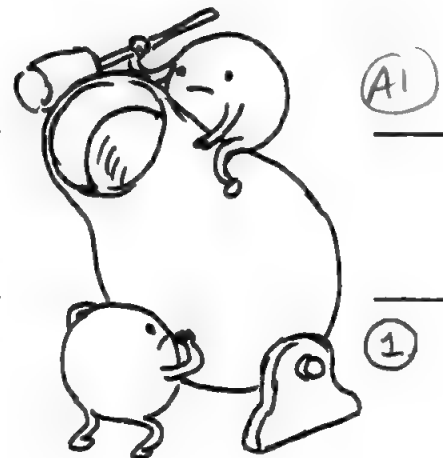
Sc. 76 CONT Pnl. C Bg. day night



Sc. 77 Pnl. A Bg. day night



Dialog:	<u>CCC/ LOAD EM UP, SOLDIERS!</u>
Action:	
Timing:	



JAN 31 2014

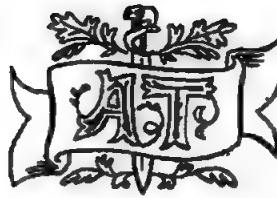
Production :

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1025/170 1025-171

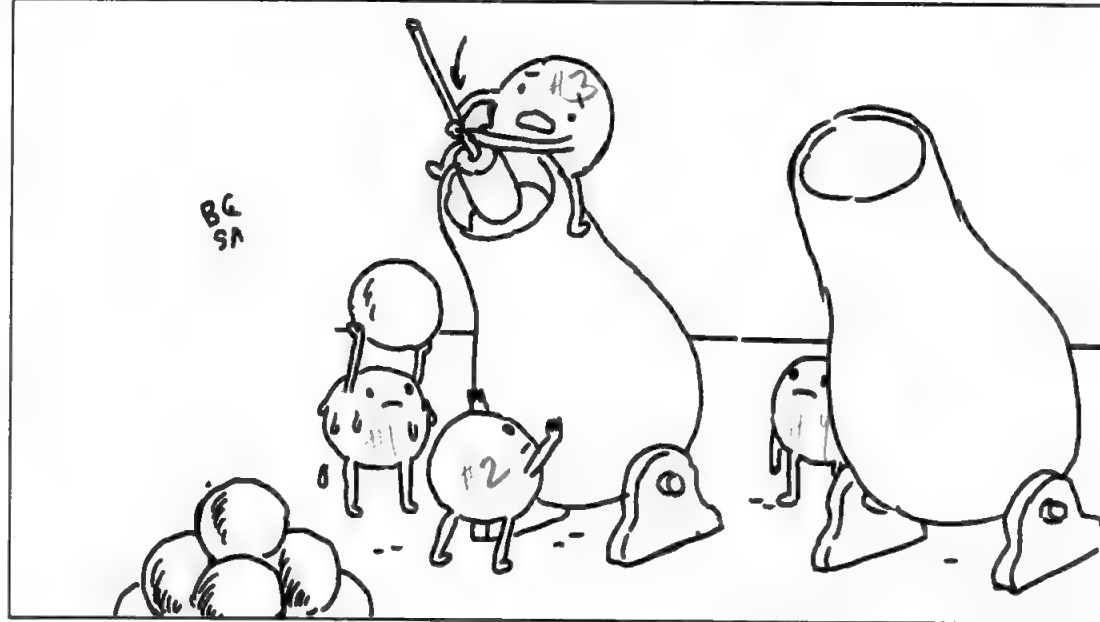
1025/170

ADVENTURE TIME

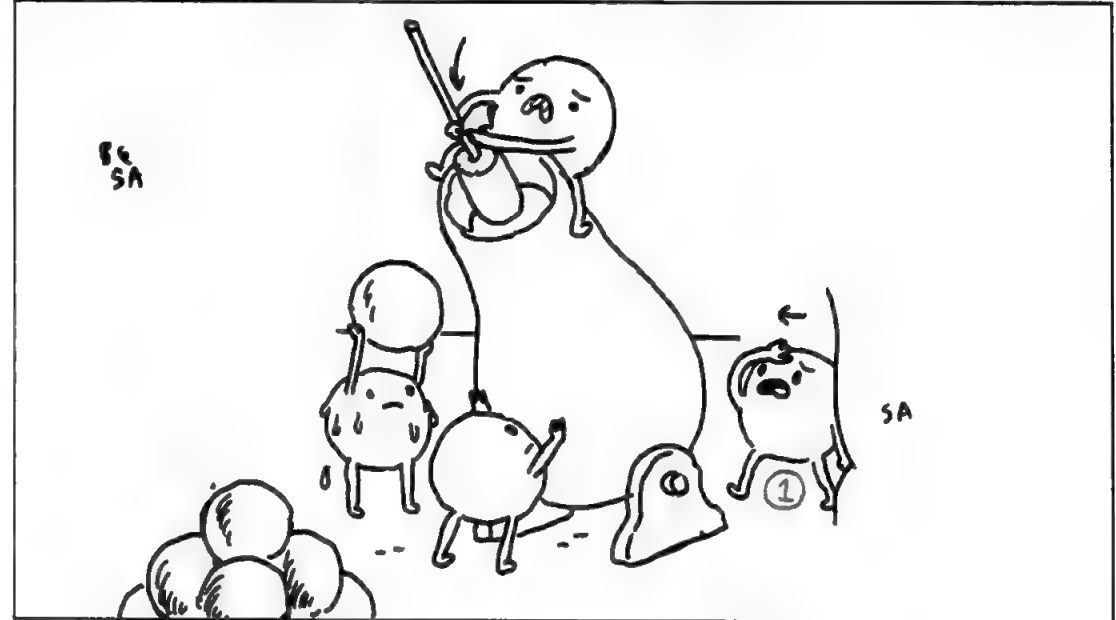


Page 75
day night

Sc. 77 CONT Pnl. B Bg. day night



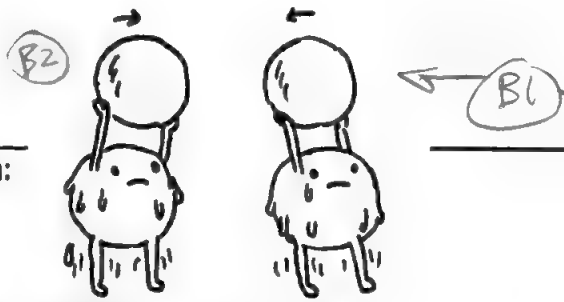
Sc. 77 CONT Pnl. C Bg. day night



Dialog:

Action:

Timing:



SWAYING + SWEATING SLOWLY,
LEGS QUAKING.



CANDY
SOLDIER #3

YEAH JUST PUT IT IN
THERE, I DON'T KNOW.



C JAN 31 2014

Production :

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1025-170

1025/170

1025/170

1025/170

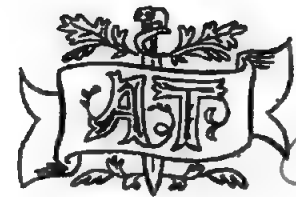
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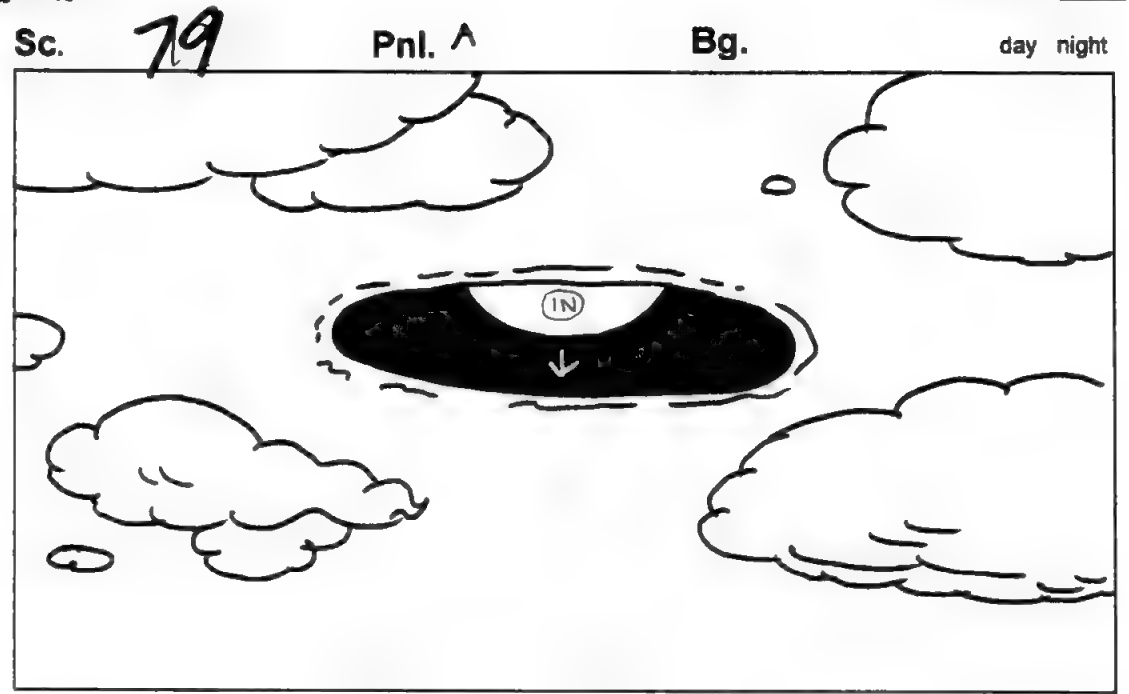
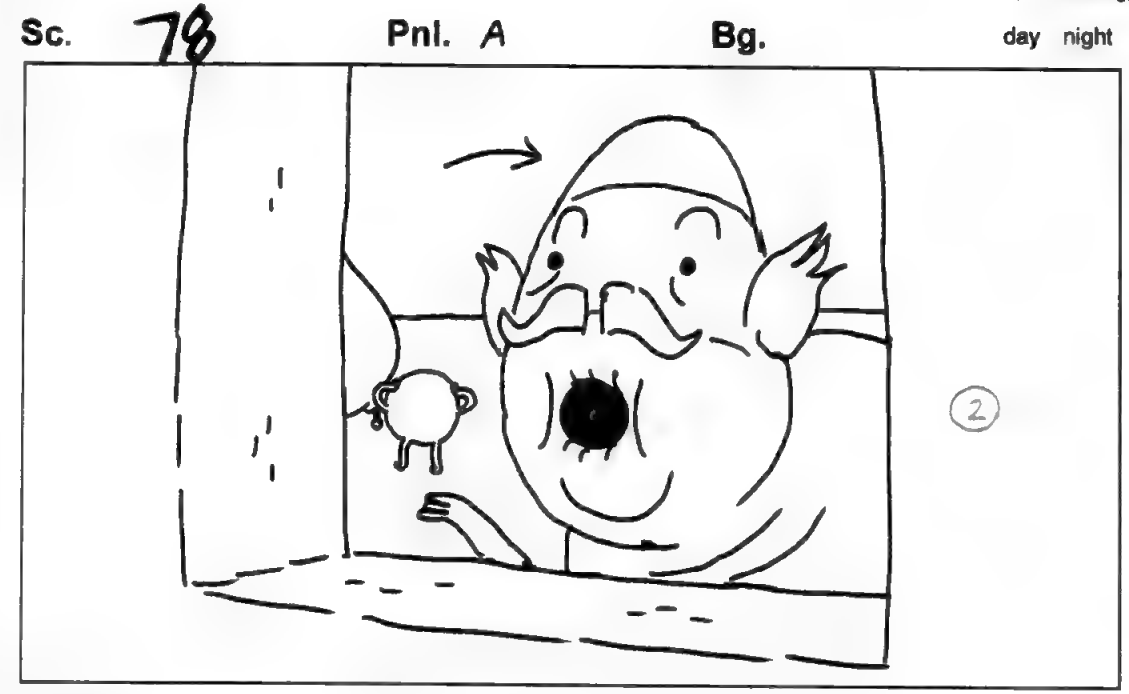
1025/170

Cut

ADVENTURE TIME



Cut



Dialog:	(ccc) / OH DANG!		(A)	
Action:			(1)	- EGG POPS OUT OF PORTAL
Timing:				JAN 31 2014

1025-170

EPISODE #

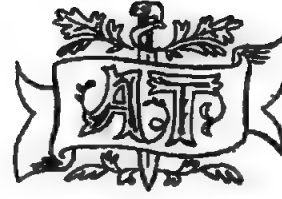
1025/170

Production :

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ADVENTURE TIME



Sc.

79

CONT

Bg.

day night

Sc.

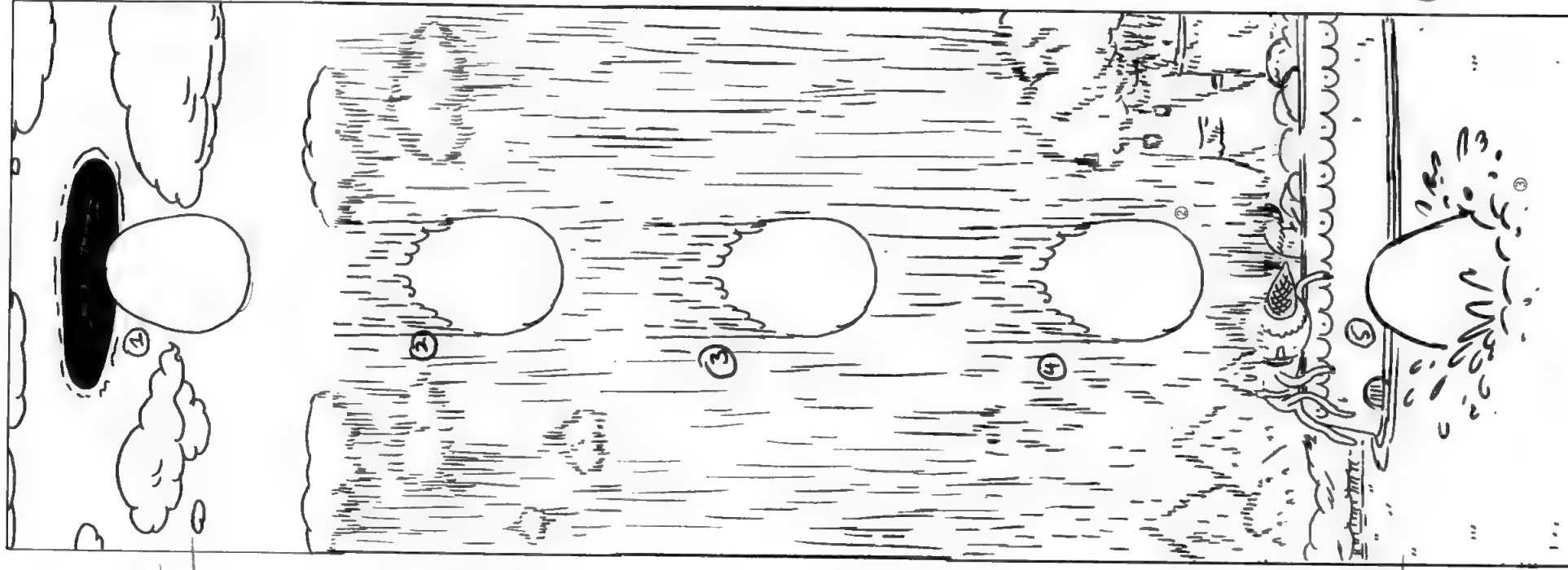
Pnl.

Bg.

Page

77

day night



PAN

Dialdg

Action:

BG PANS AS EGG FALLS.

Timing:

JAN 31 2014

EGG LANDS

CAMERA SHAKES

Production :

EPISODE #

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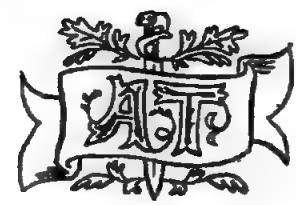
1025/170

1025/170

1025/170

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ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night
79	cont	G		

Dialog:	<p>STX: * EGG CRACKING *</p> <p>THE EGG HAS THE TEXTURE OF A TURTLE EGG.</p>
Action:	
Timing:	

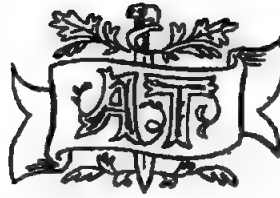
(G1) JAN 31 2014

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Production : 1025/170

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ADVENTURE TIME



NO
SC
80

Sc. 79 *CONT* Pnl. *H* Bg.

day night

Sc. 79 *CONT* Pnl. *I* Bg.

Page *79*
day night

Cut

BG
SA



BG
SA



Dialog:

MUTANT / GRHGLH!

Action:

- EGG HATCHES

- MUSCLE MAN MUTANT CRAWLS OUT OF EGG

JAN 31 2014

Timing:

EPISODE #

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1025/170

Production :

1025/170

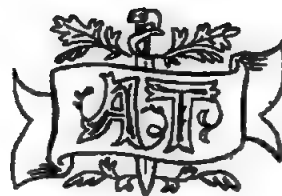
1025/170

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1025/170

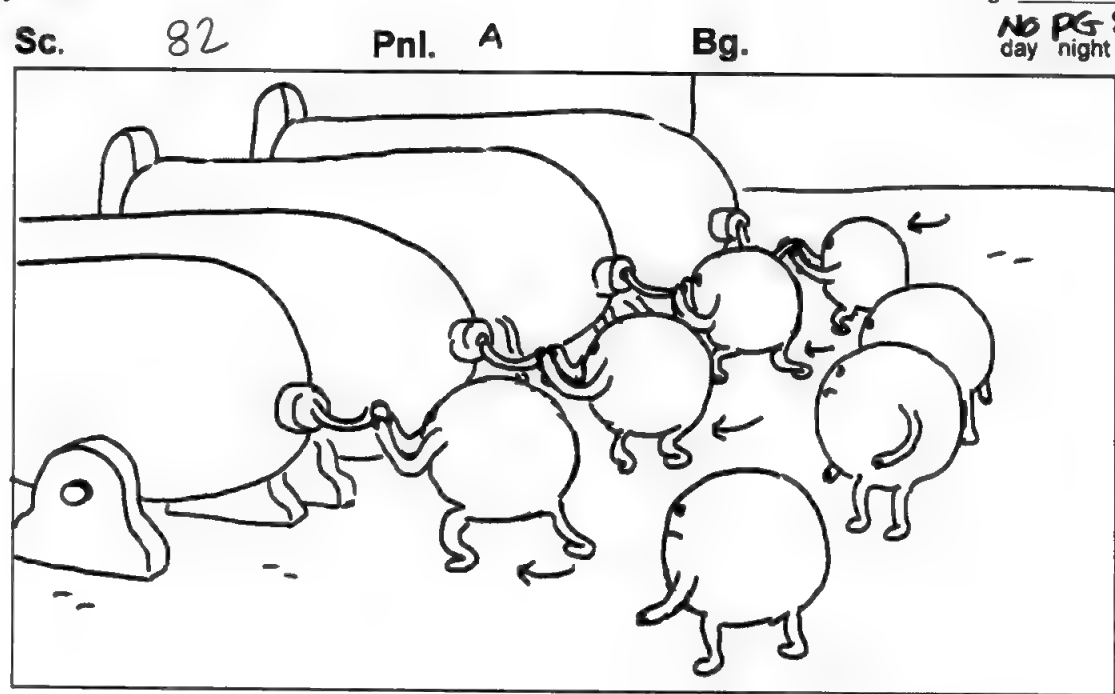
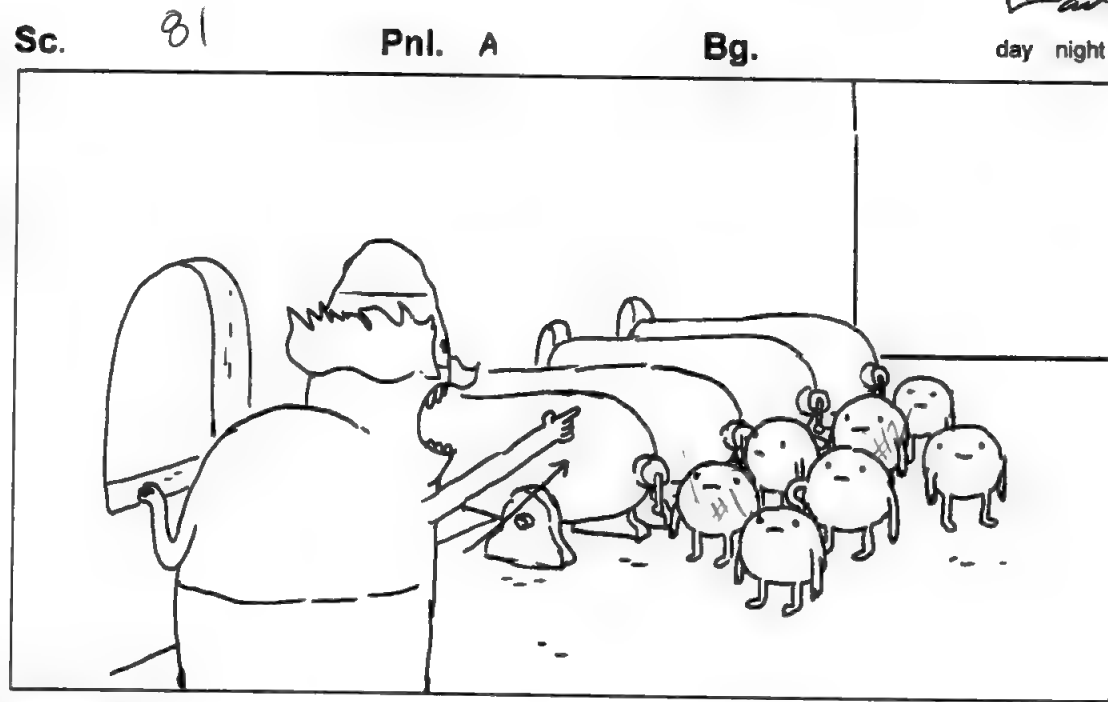
Cut

ADVENTURE TIME



HTU
Cut

Page 80
No PG-81
day night



Dialog:	(CCC) / FIRE !!!
Action:	S.D. A
Timing:	

JAN 31 2014

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1025/170

Production :

1025/170

ADVENTURE TIME



No Scene 83

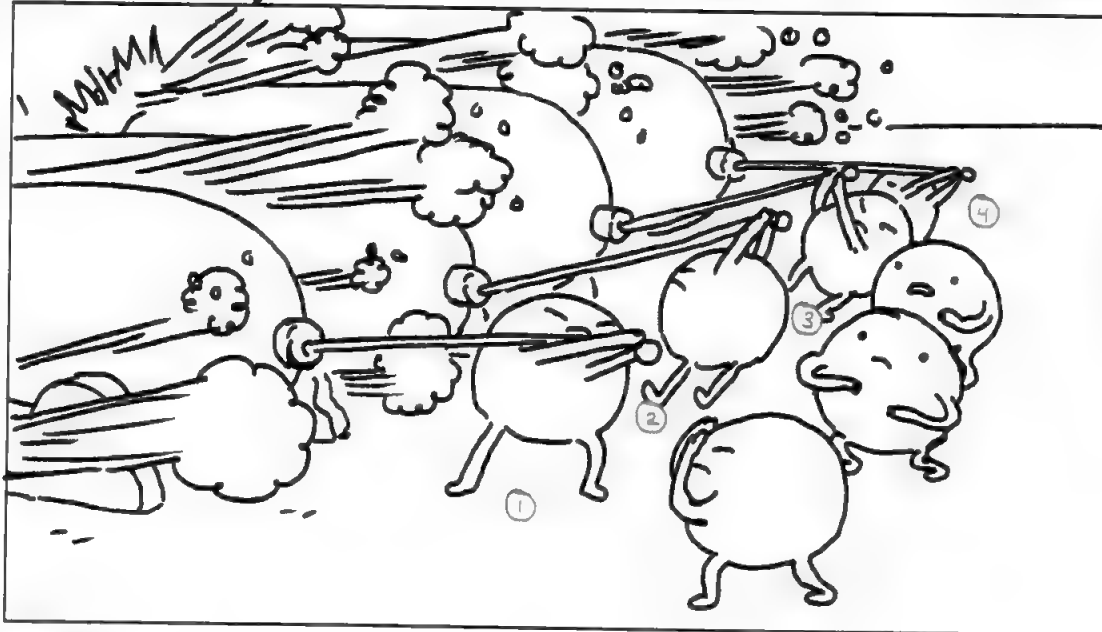
Page 82

Sc. 82 CONT

Pnl. B

Bg.

day night

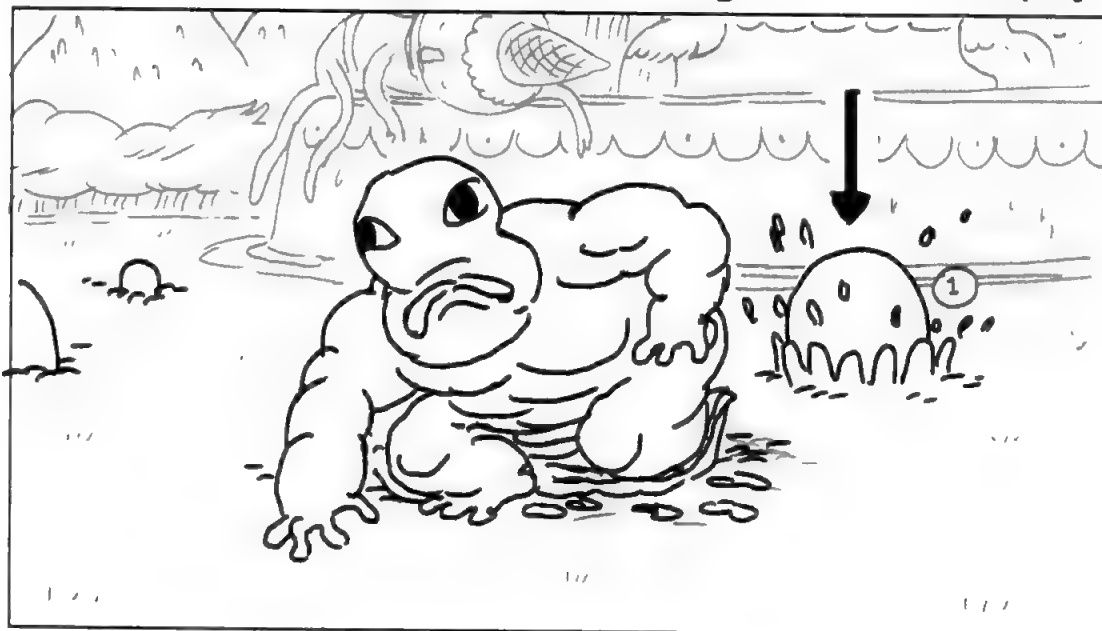


Sc. 84

Pnl. A

Bg.

day night



Dialog:
① BOOM!
② BOOM!
③ BOOM!
④ BOOM!

Action:
- CANDY SOLDIERS FIRE CANNONS.

Timing:

MUTANT : GWH ...
JAN 3 1 2014
- MORE EGGS LAND
②

EPISODE # 1025-170

1025/170

Production :

1025/170

1025/170

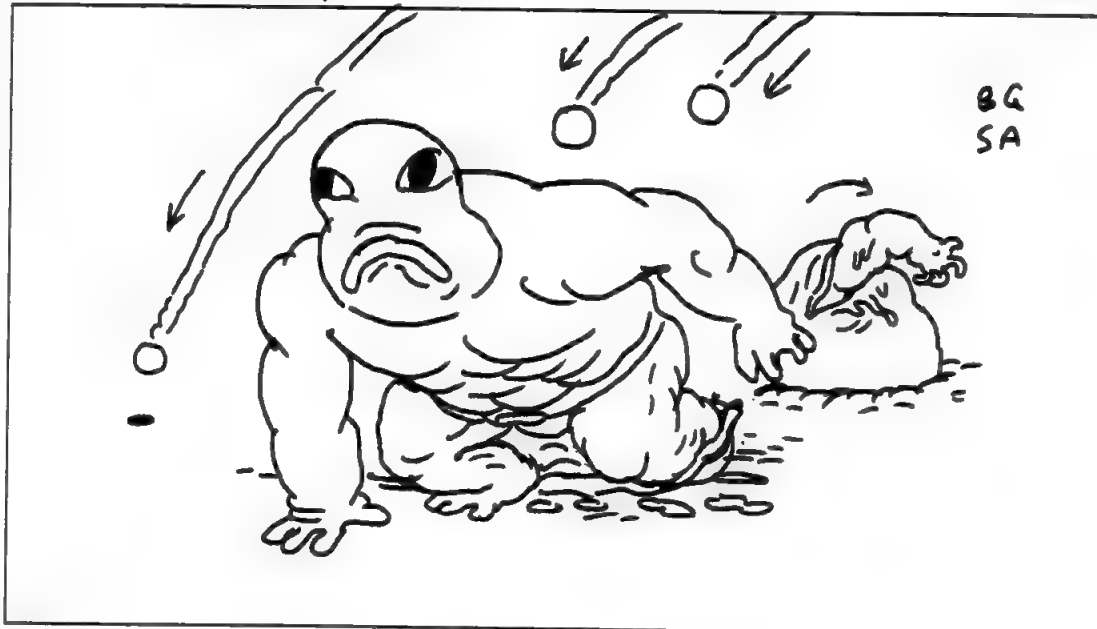
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ADVENTURE TIME

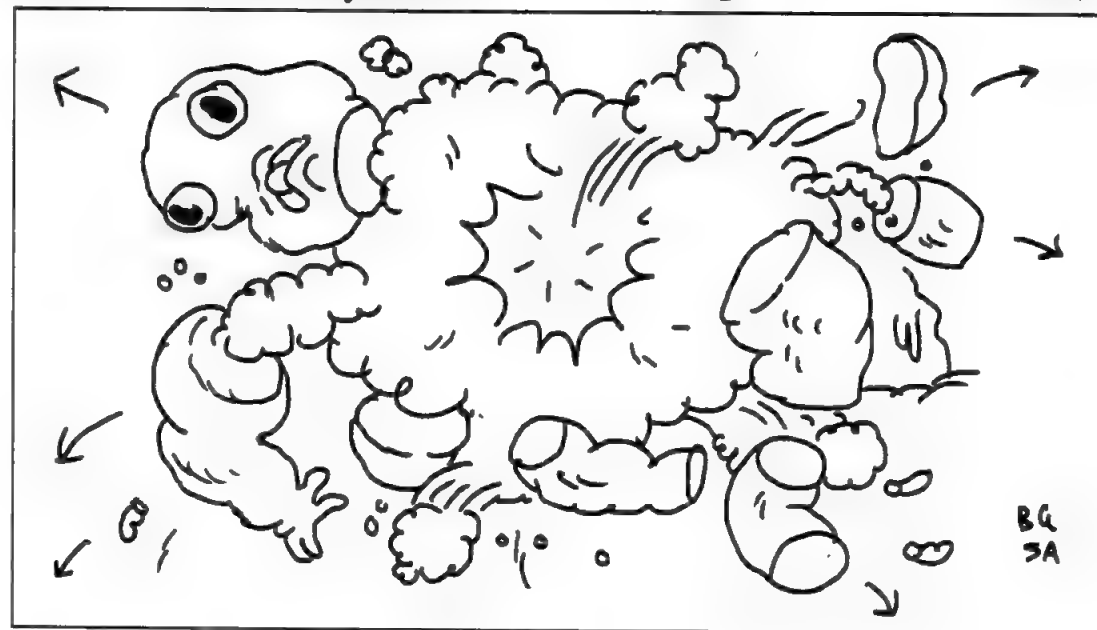


Page 83

Sc. 84 CONT Pnl. B Bg. day night



Sc. 84 CONT Pnl. C Bg. day night



Dialog:	
Action:	<p>- CANNONBALLS ENTER</p> <p>- MUTANT EXPLODES</p> <p>(MUSCLEMAN MUTANTS ARE MADE OF PVC GUM-MATERIAL)</p>
Timing:	JAN 8 2014

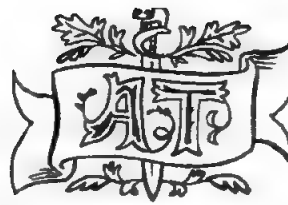
1025-170

EPISODE #
1025/170

Production :

1025/170

ADVENTURE TIME



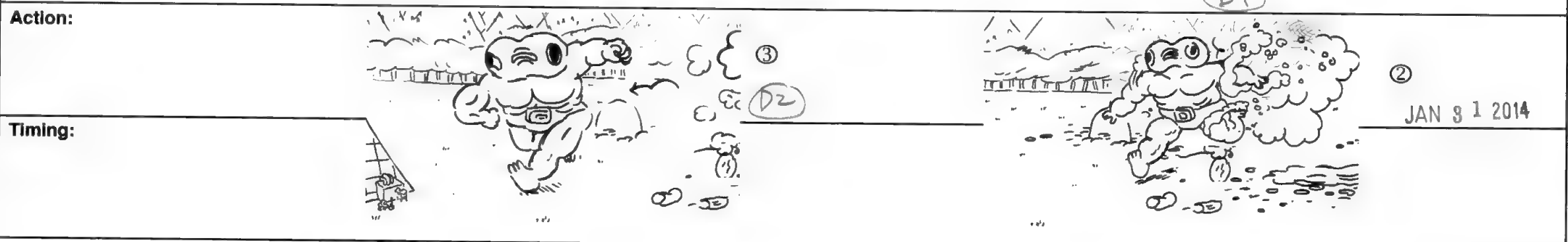
Page 84

Sc. 84 *cont* Pnl. *E* Bg. day night Sc. Pnl. *D* Bg. day night



Dialog: *stop* *Pass w/ Action*

Mudman runs through smoke, cam. adjusts



JAN 31 2014

EPISODE #

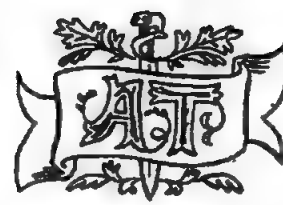
1025/170

Production:

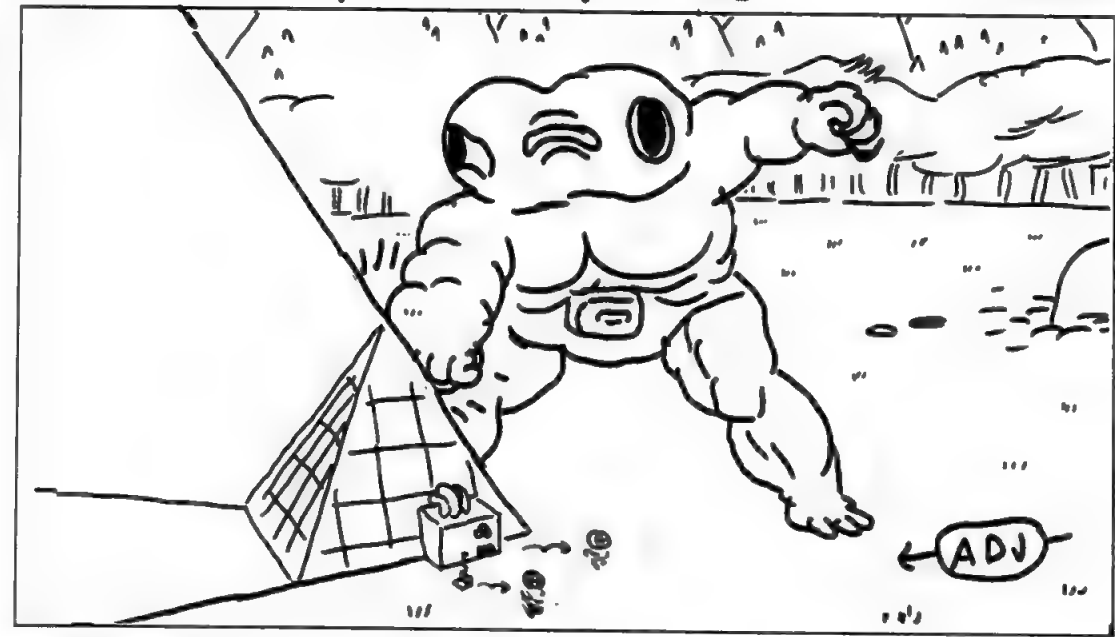
1025/170

1025/170

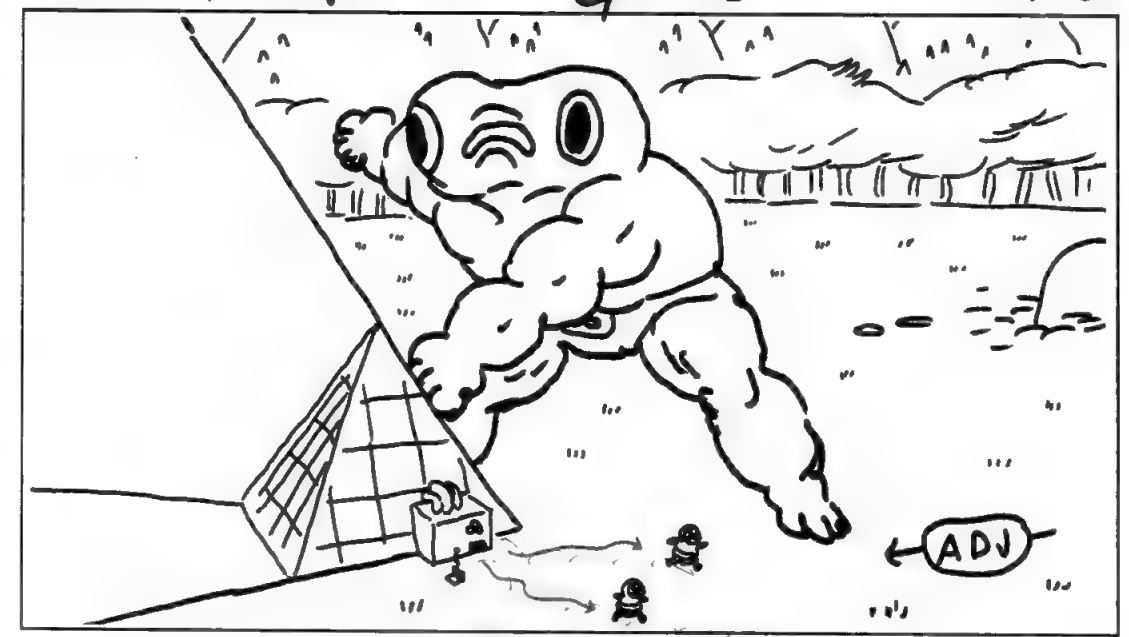
ADVENTURE TIME



Sc. 84 CONT Pnl. F Bg. day night



Sc. 84 CONT Pnl. G Bg. day night



Page 85
85A NEXT

Dialog:	
<p>Action:</p> <ul style="list-style-type: none"> - MOOSEMAN PUNCH - MUTANT RUNS - LITTLE ORANGE DUDES RUN OFF - FIELD GENERATOR 	<p>JAN 3 1 2014</p>
Timing:	

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Production :

1025/170

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ADVENTURE TIME



Cut

Sc. 84 *CONT* Pnl. *H* Bg.

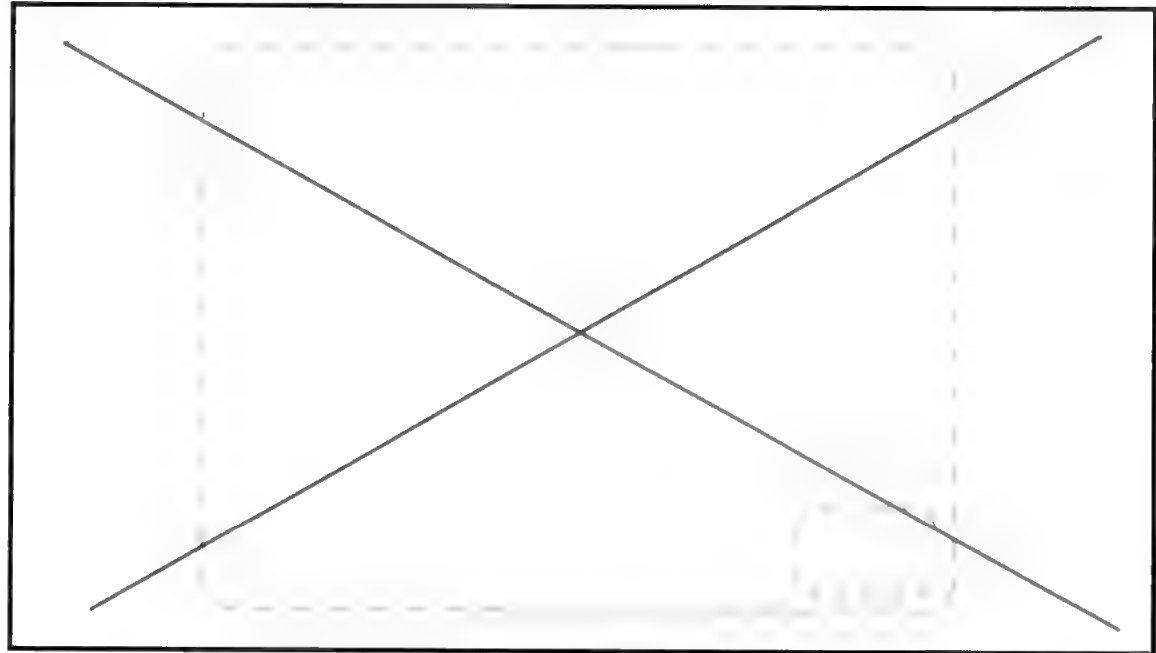
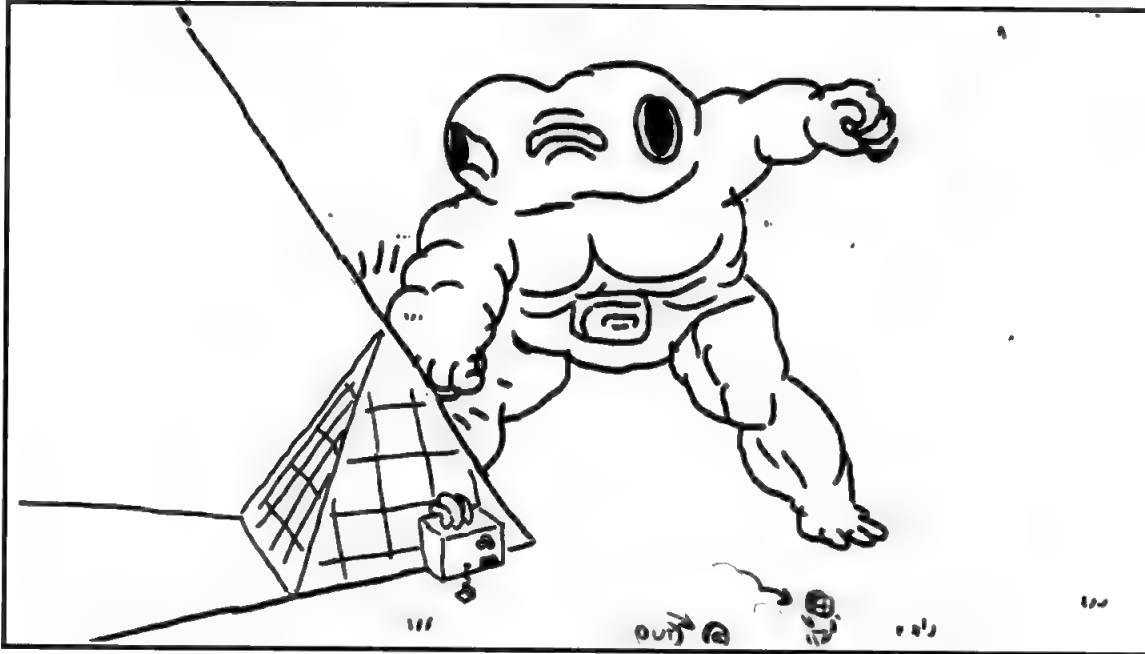
day night

Sc.

Pnl.

Bg.

Page 85A
86 NEXT
day night



Dialog:
Action:
Timing:

JAN 31 2014

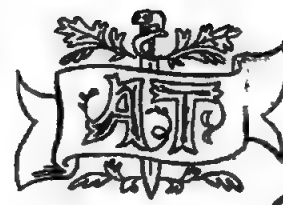
EPISODE #

1025/170

Production:

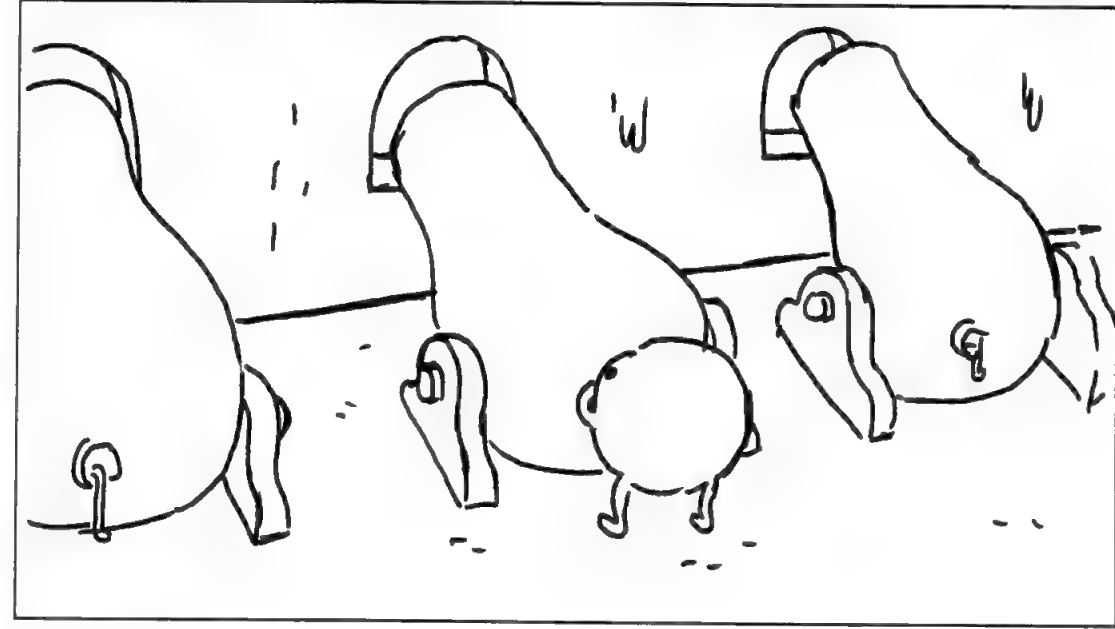
1025/170

ADVENTURE TIME

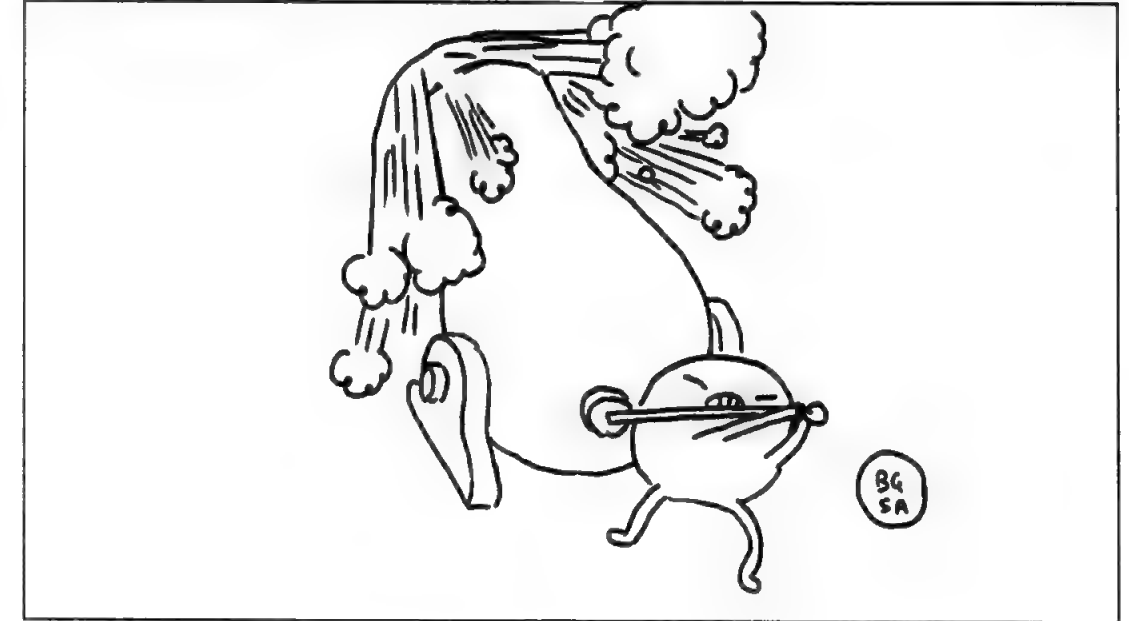


Page **86**

Sc. **85** Pnl. **A** Bg. day night



Sc. **85 cont** Pnl. **B** Bg. day night



Dialog:	(SFX) BOOM!
Action:	
Timing:	<p>- CANDY SOLDIER FIRES CANNON.</p> <p>JAN 31 2014</p>

Cut

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EPISODE #

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Production :

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1025/170

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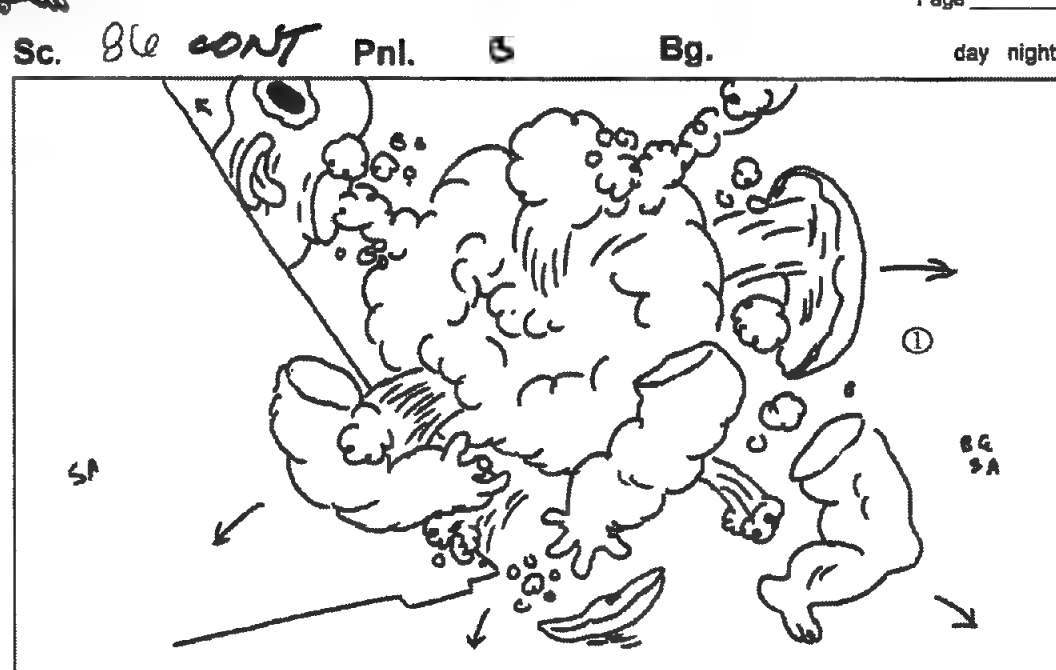
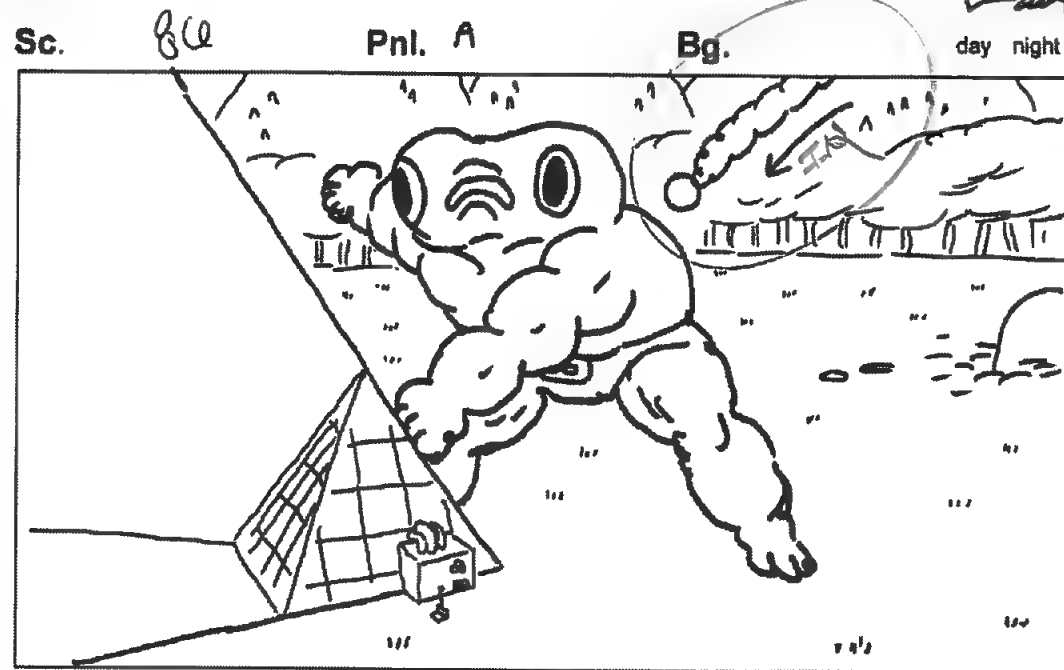
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ADVENTURE TIME



REVISED
02/13/14

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Dialog:	
Action:	- CANNONBALL COMES IN ...
Timing:	<div style="display: flex; justify-content: space-around;"> <div> <p>② B1</p> </div> <div> <p>- MURKIN</p> <p>EXPLODES! B2 ③</p> </div> </div>

JAN 31 2014

Production :

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1025/170

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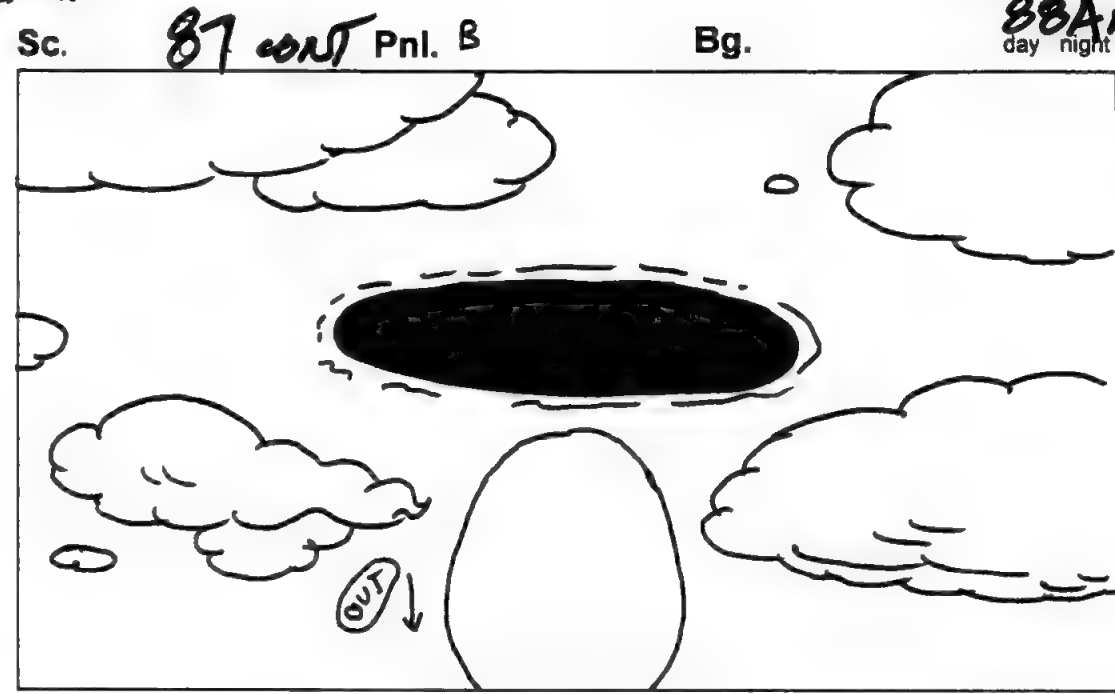
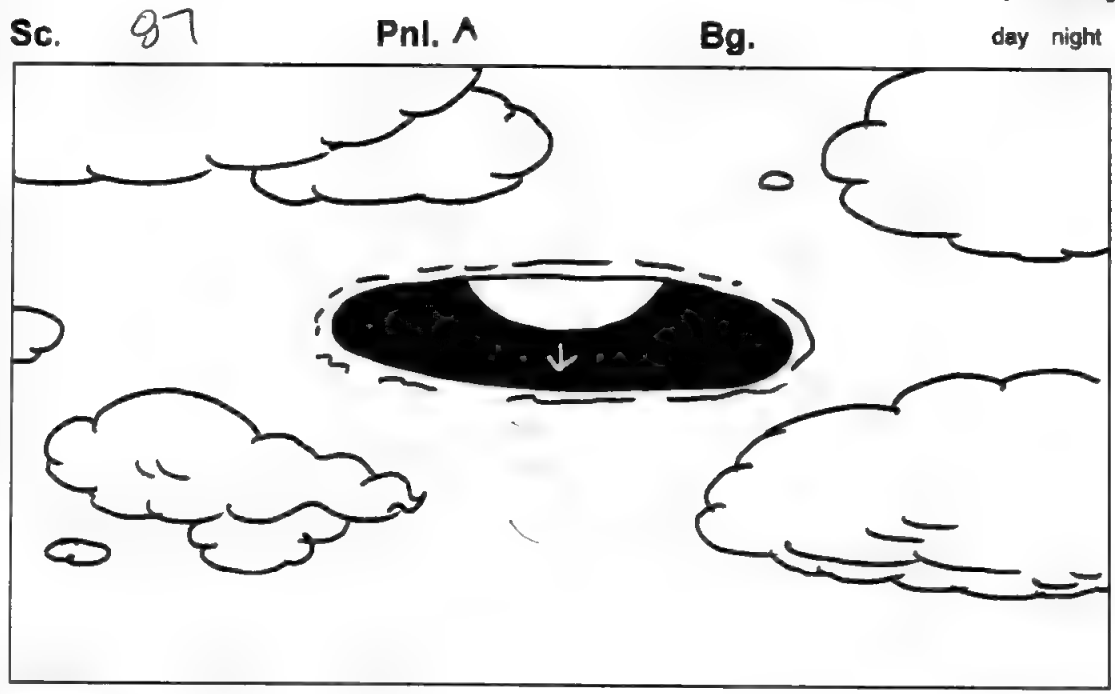
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Cont

ADVENTURE TIME



Page 88
BBAWET
day night



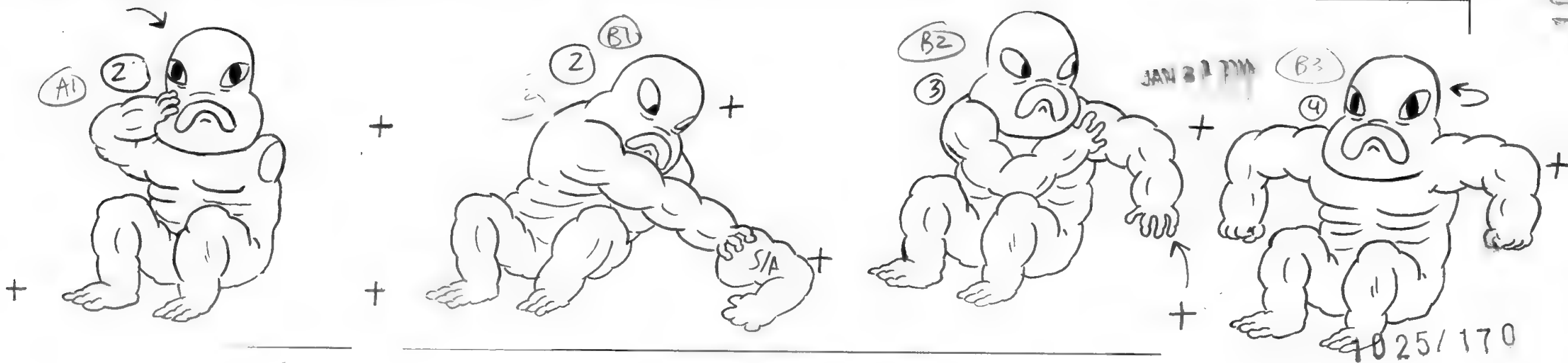
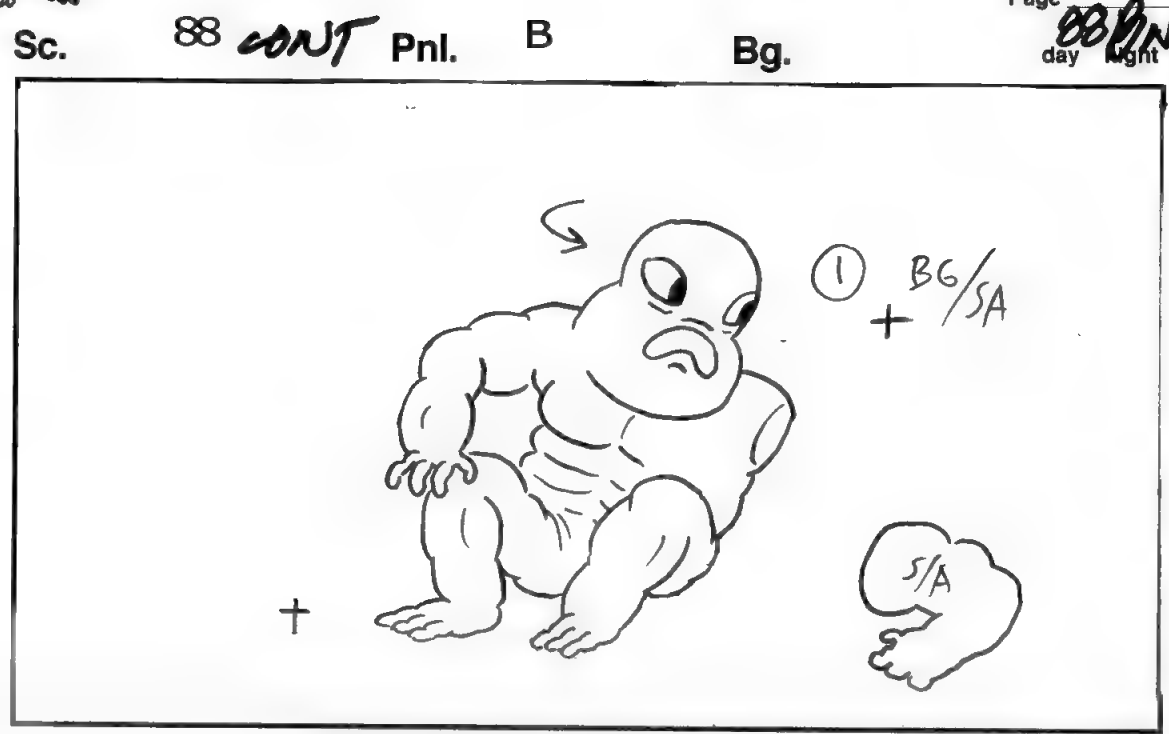
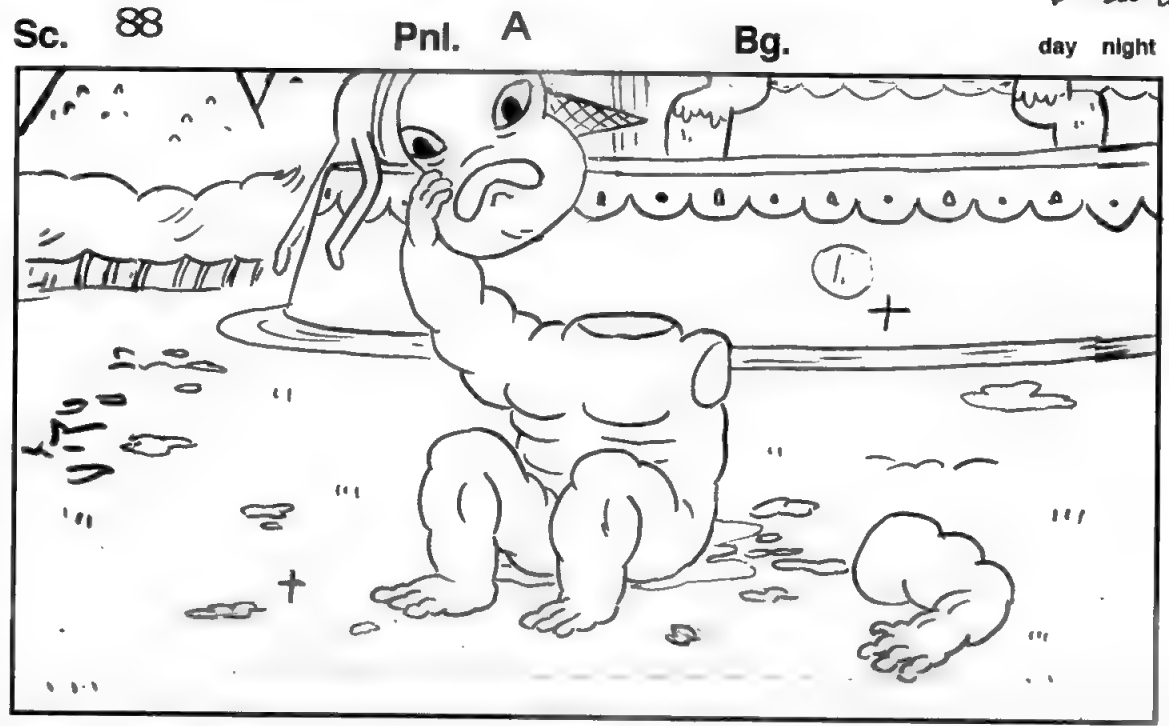
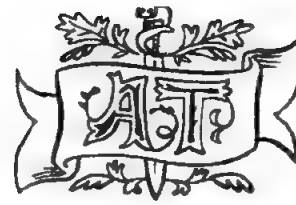
Dialog:		
Action:	more eggs fall out of sky	TWO EGGS FALL OUT OF HOLE. (A, B, A, B.)
Timing:		

1025/170

EPISODE # 1025-171
1025/170
Production :

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ADVENTURE TIME



EPISODE #

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ADVENTURE TIME



Sc.

88 cont

D

day night

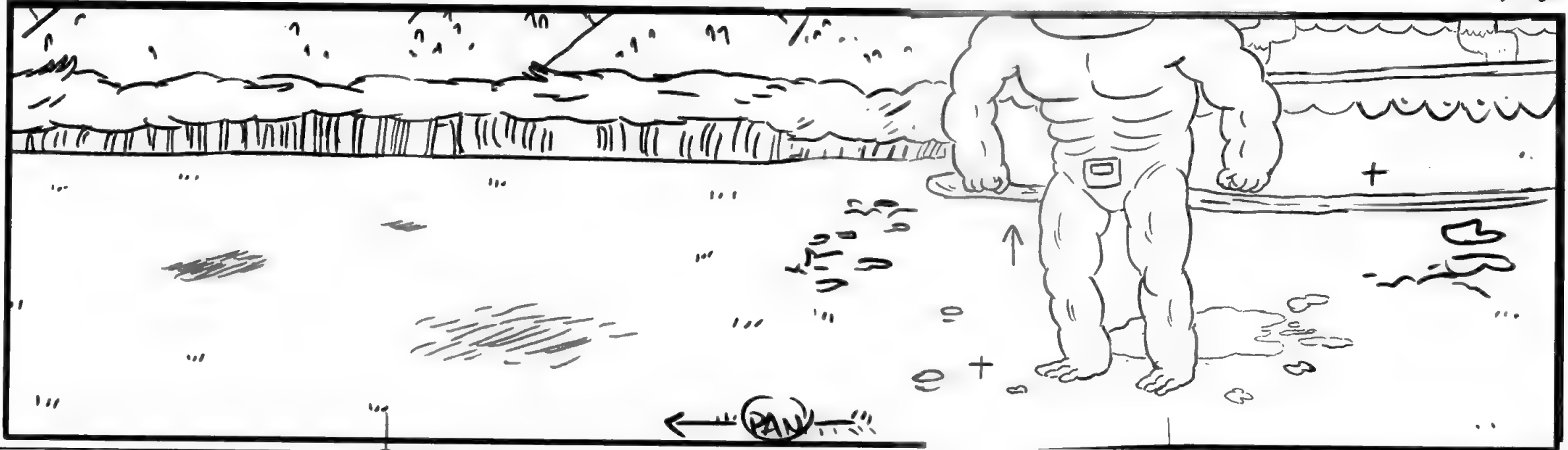
Sc.

C

Page

888

89 NEXT
day night



Dialog:

Stop

FAIT

Action:

JAN 31 2014

Timing:

EPISODE #

1025/170

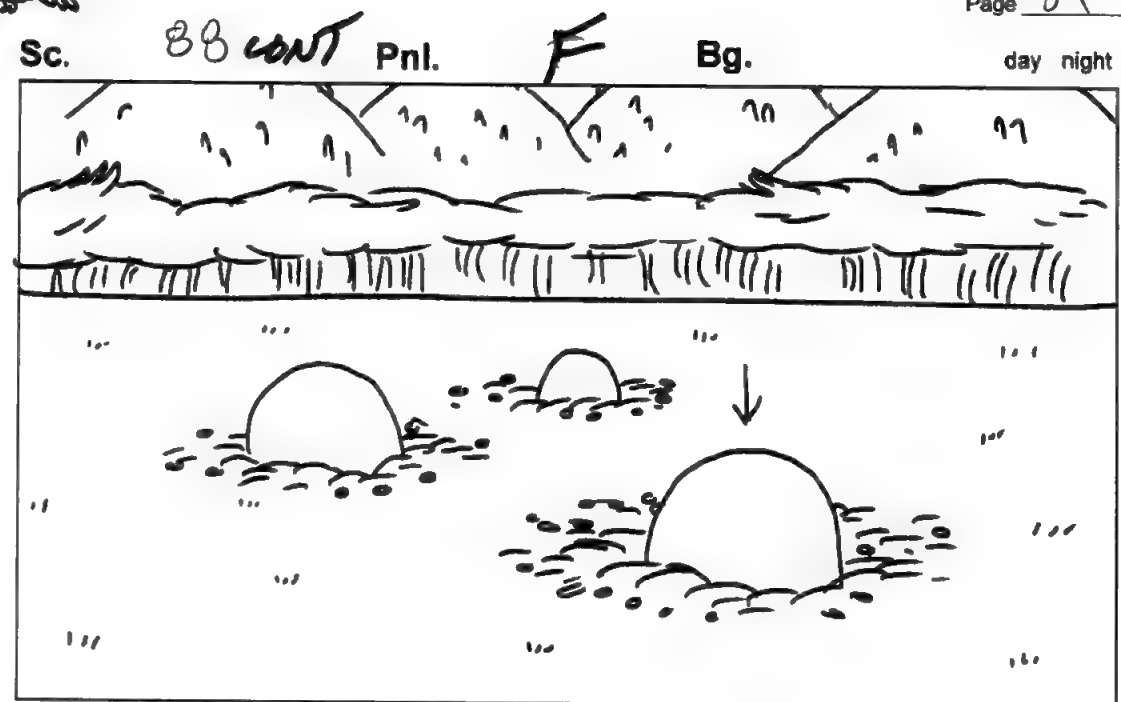
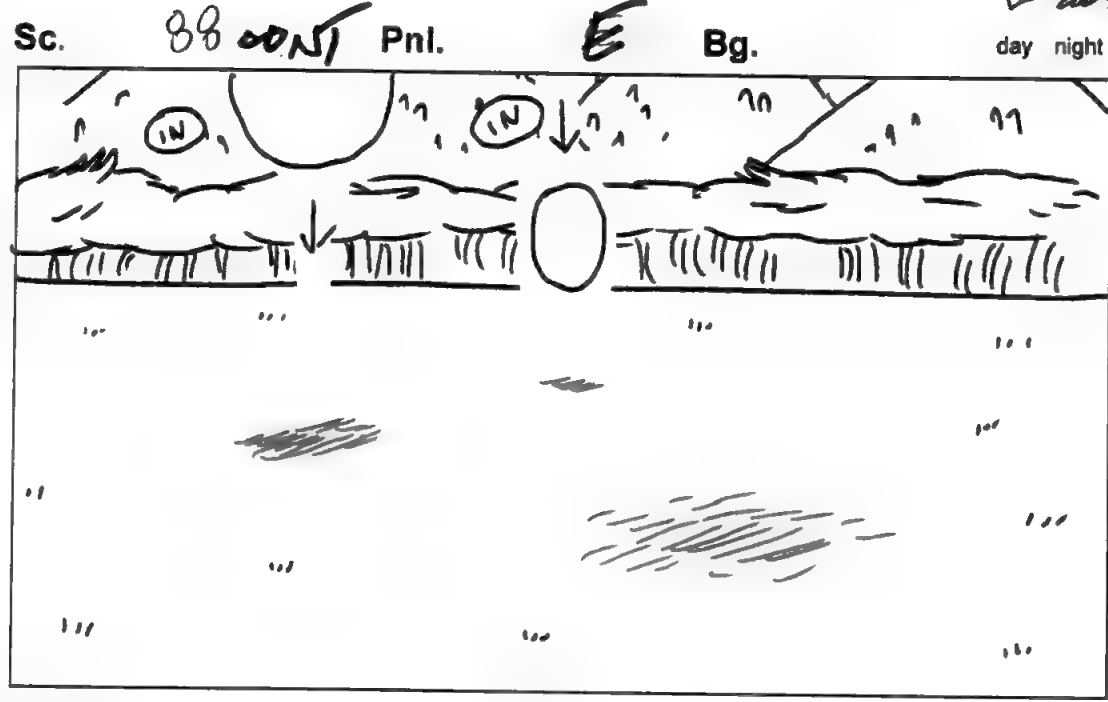
Production:

1025/170

ADVENTURE TIME



Page 89



Dialog:	
Action:	- 3 EGGS LAND QUICK SUCCESSION
Timing:	

(2) (F2)

(2) (F1)

(3) (F3)

JAN 31 2014

EPISODE # 1025-17L
 1025/170
 Production :

1025/170

1025/170

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ADVENTURE TIME



Page 90

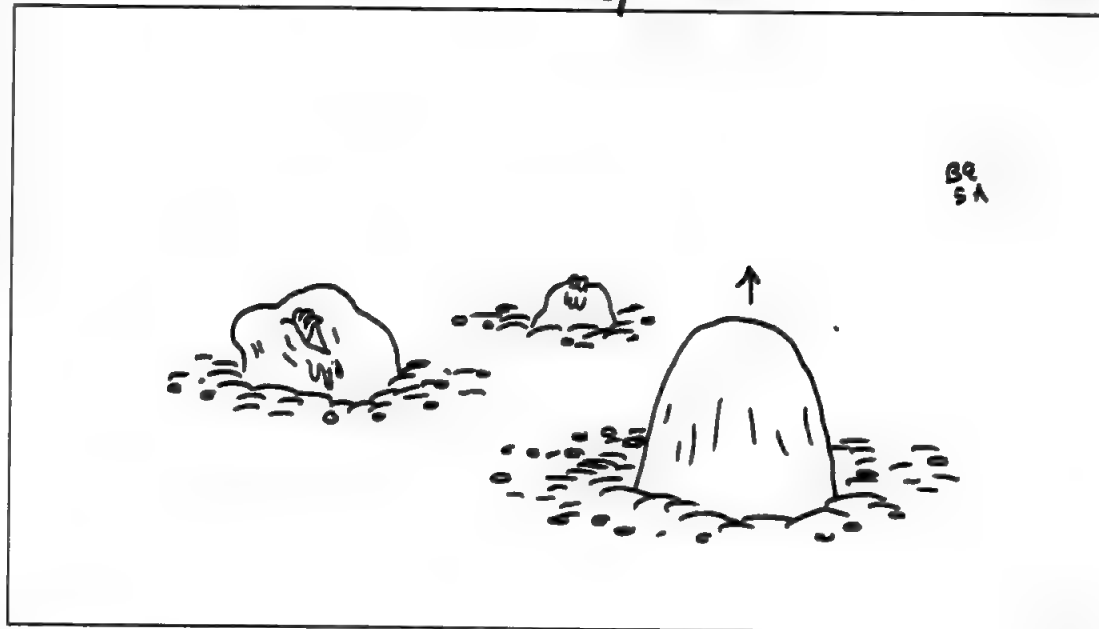
Sc.

88 CONT Pnl.

G

Bg.

day night



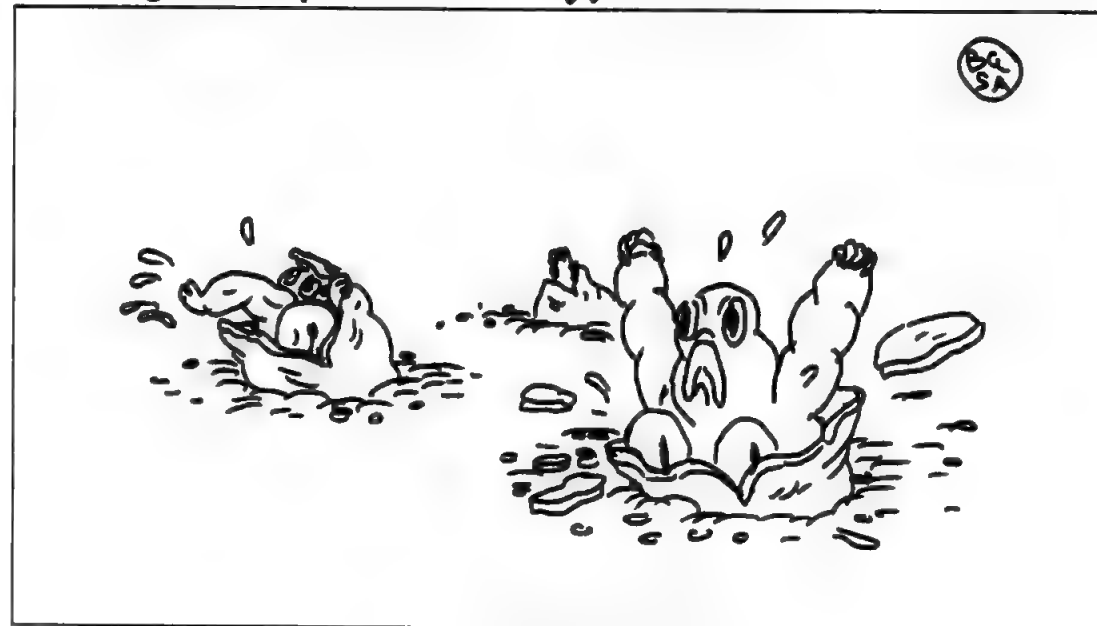
Sc.

88 CONT Pnl.

H

Bg.

day night



Dialog:

(mm) / WOOPAH!!!

Action:

START TO HACK.

JAN 31 2014

Timing:

Production :

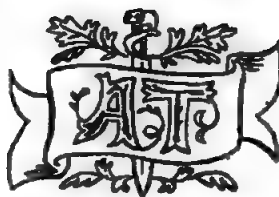
EPISODE #

1025-170

1025/170

1025/170

ADVENTURE TIME



Sc.

88 CONT

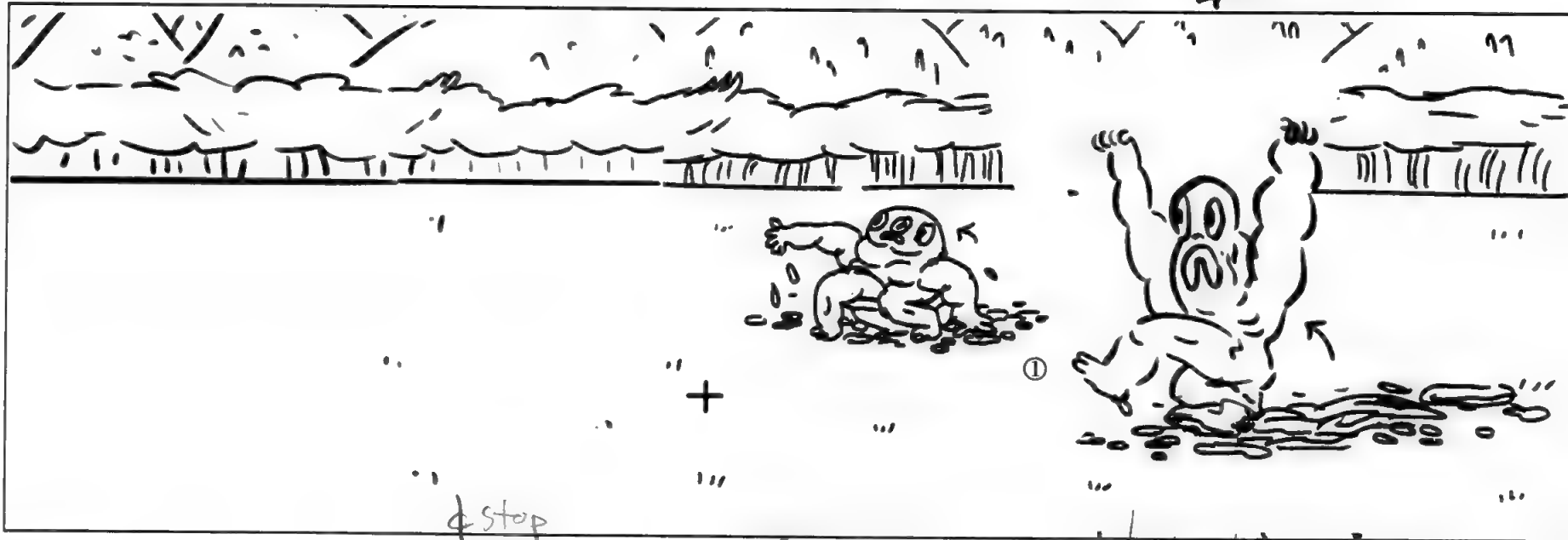
Bg.

day night

I

Page 91

Cut



stop

start

Dialog:

(MM) WAUGH !!

Pass
w/ Action

JAN 31 2014

Action: - MUTANTS RUSH OFF/S.

CAM. FOLLOWS MUSCLEMAN, FOREGROUND
MUSCLEMAN WALKS INTO FRAME

Timing:



1025-171

EPISODE #

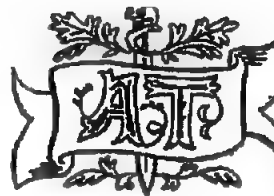
1025/170

Production :

1025/170

1025/170

ADVENTURE TIME



REVISED
02/13/14

Page 92

Sc.

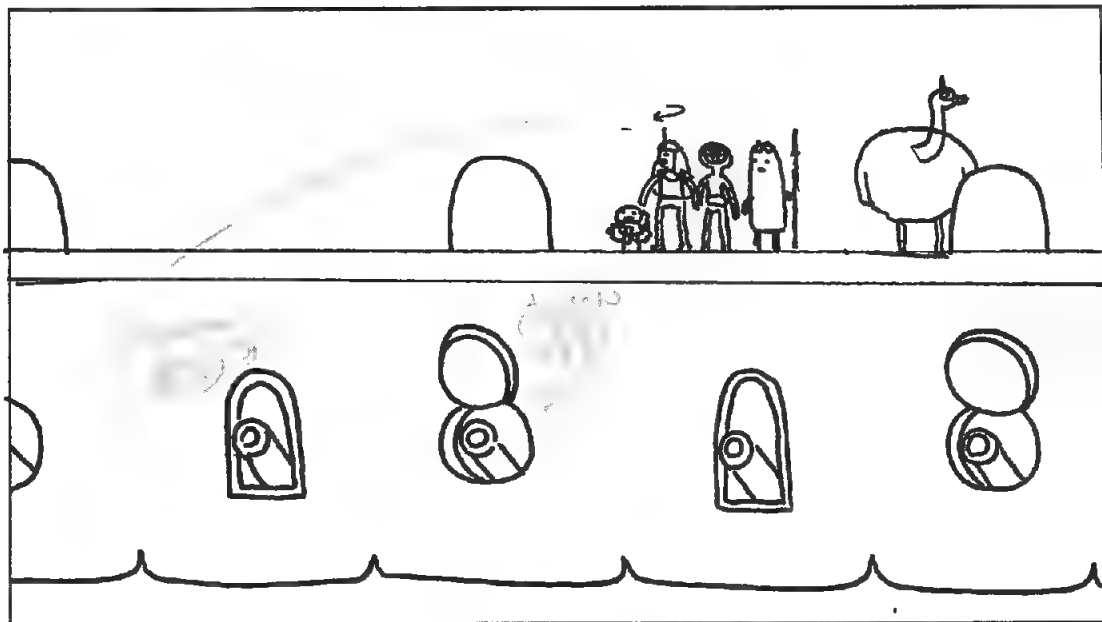
89

Pnl.

A

Bg.

day night



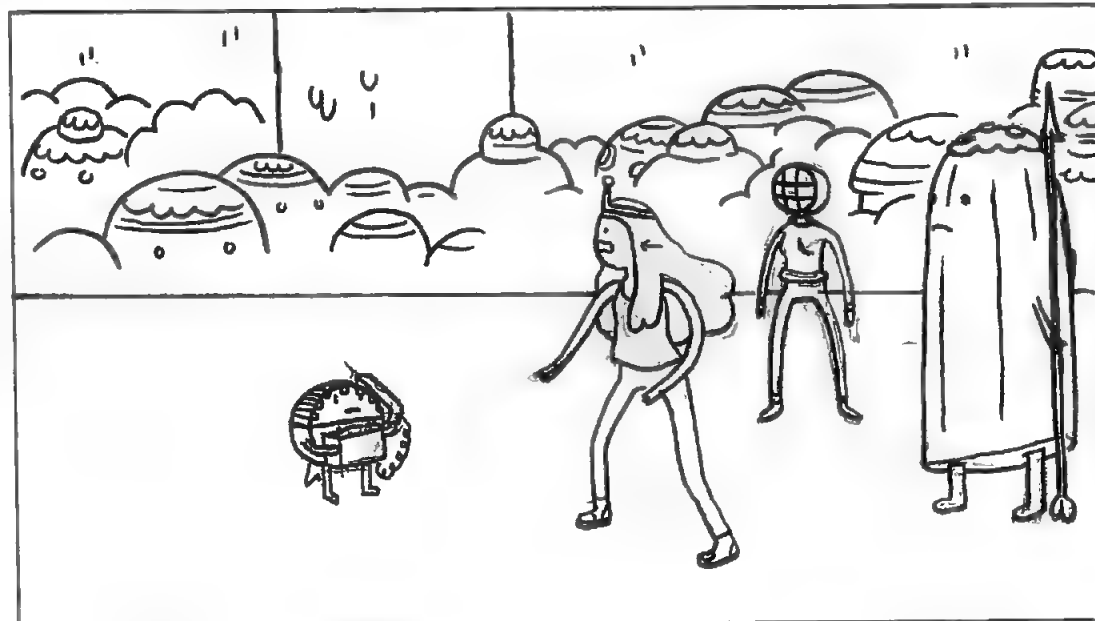
Sc.

90

Pnl. A

Bg.

day night



Dialog: PB/ Finn and Jake are you ready to -



PB/ What the -

- CANNONS FIRE



EPISODE #

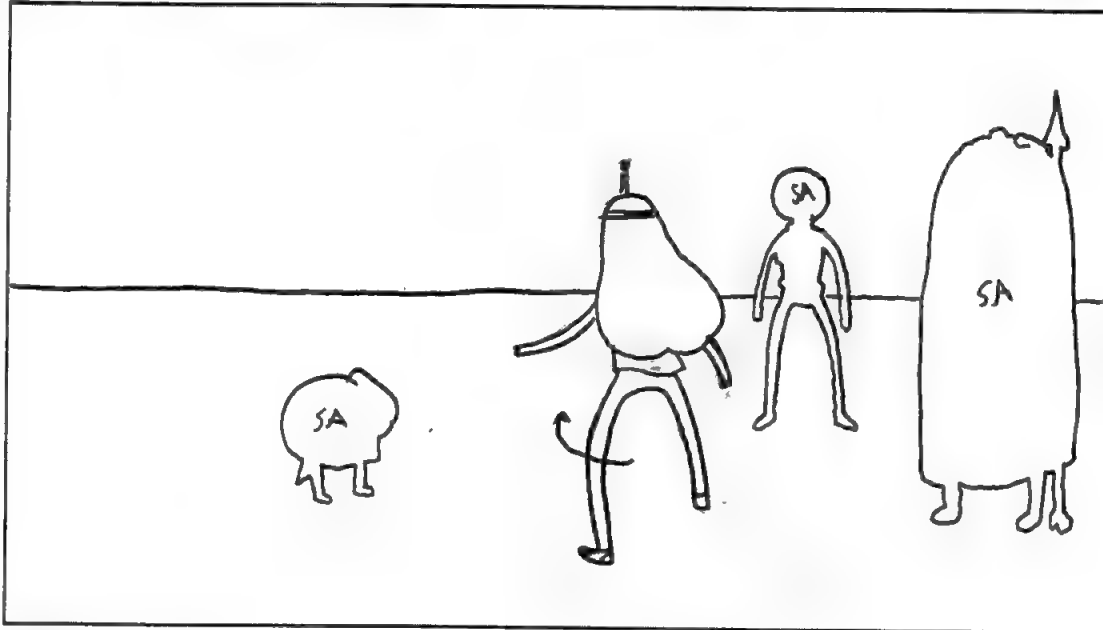
Production :

1025-170

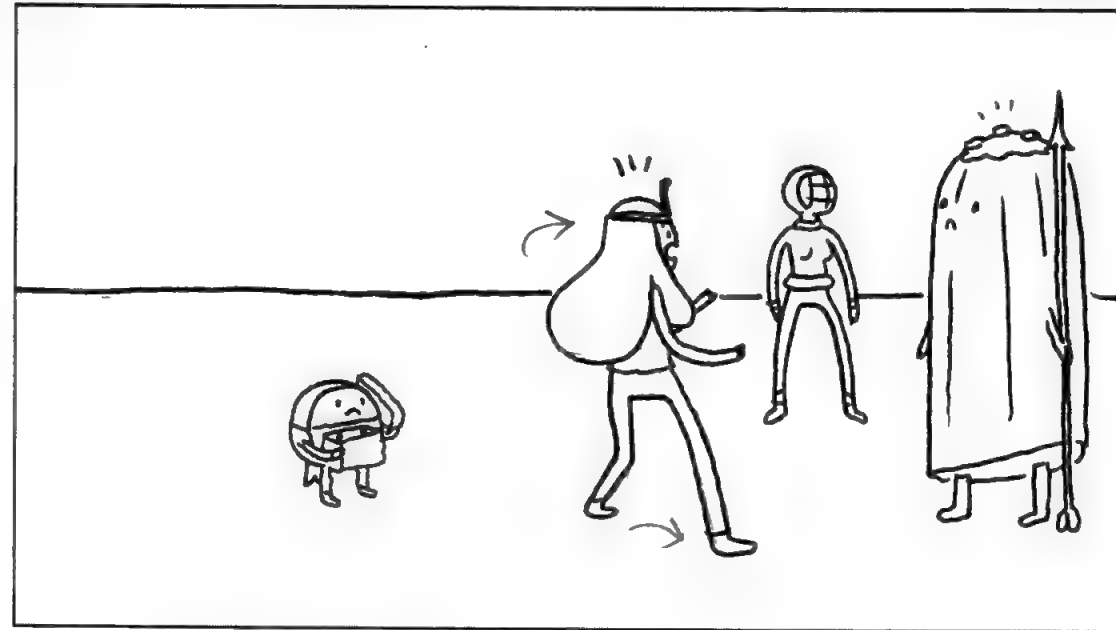
ADVENTURE TIME



Sc. 90 *cont* Pnl. B Bg. day night



Sc. 90 *cont* Pnl. C Bg. day night



Page 93
93A NEXT
day night
cut

Dialog: PB/ Finn? PB/ Hey!

Action:

JAN 31 2014

Timing:

EPISODE # 1025-170

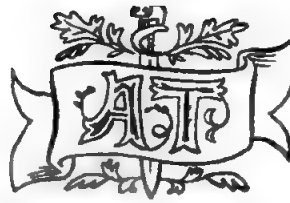
1025/170

Production :

1025/170

1025/170
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ADVENTURE TIME



Sc. 91

Pnl. A

Bg.

day night

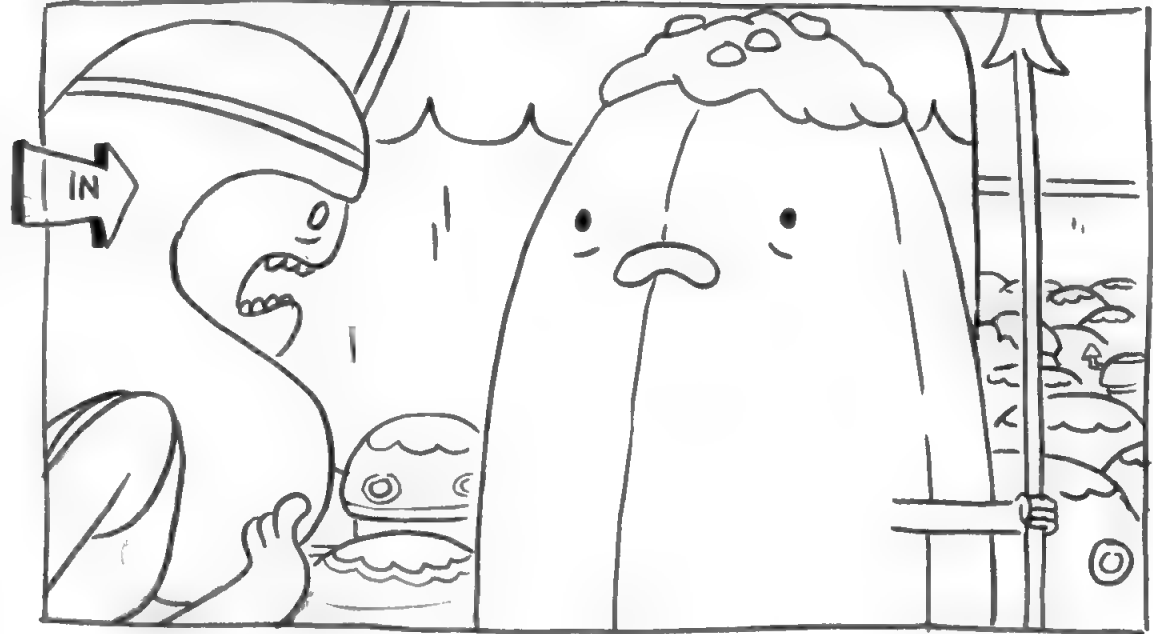
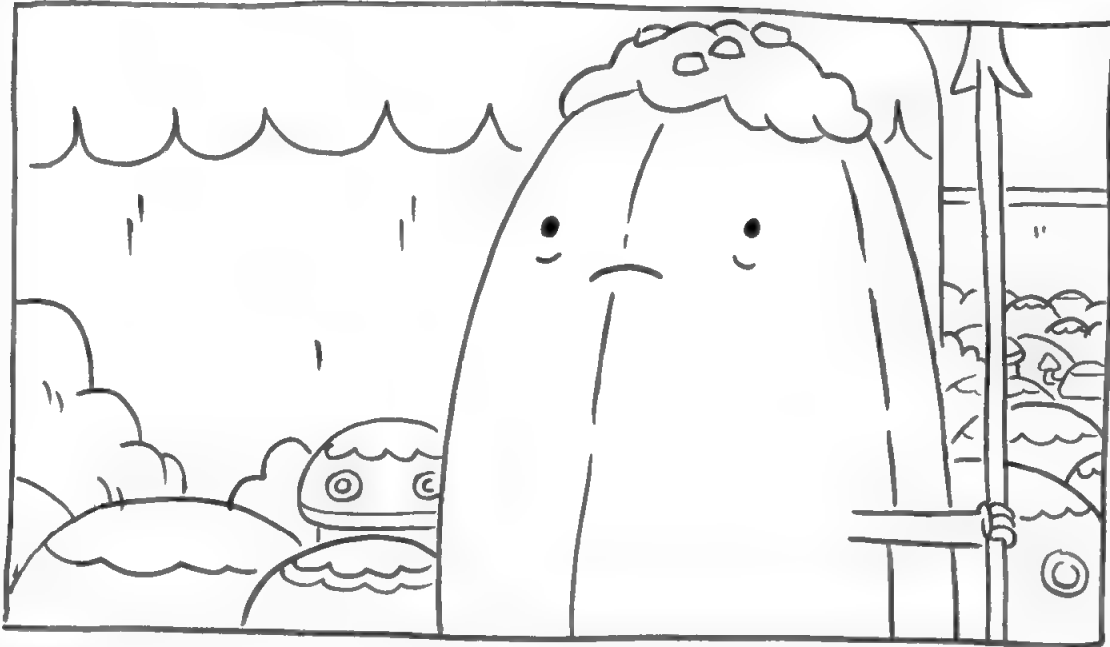
Sc. 91

cont

Pnl. B

Bg.

Page 93A
94 WEST
day night



Dialog:

Action:

Timing:

JAN 31 2014

EPISODE # 1025-170

Production:

1025/170

1025/170

HU
cut

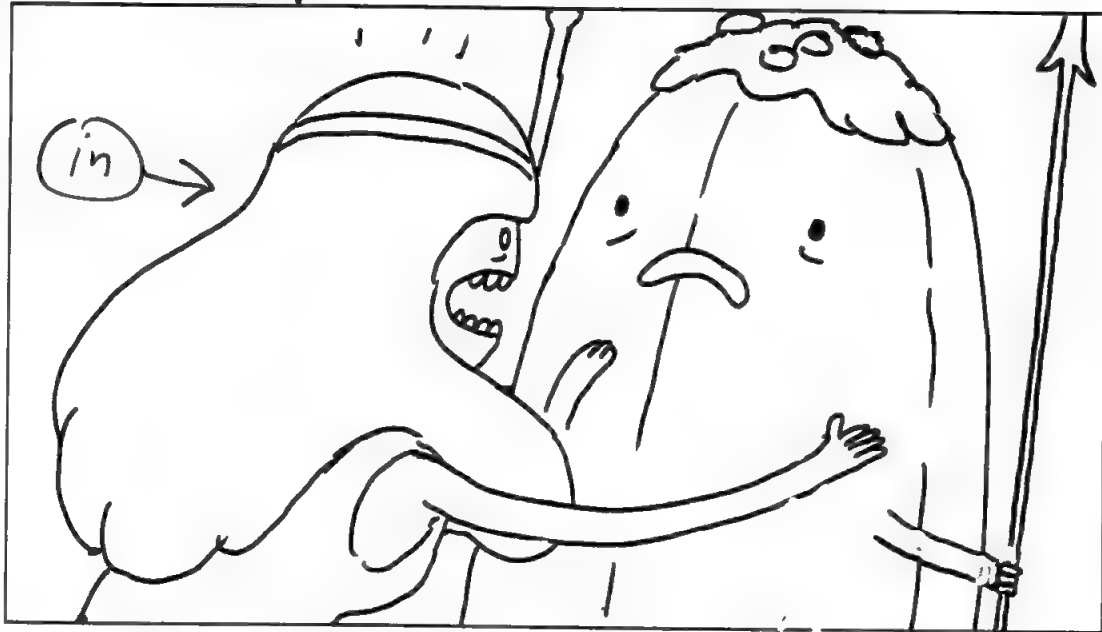
1025/170

ADVENTURE TIME

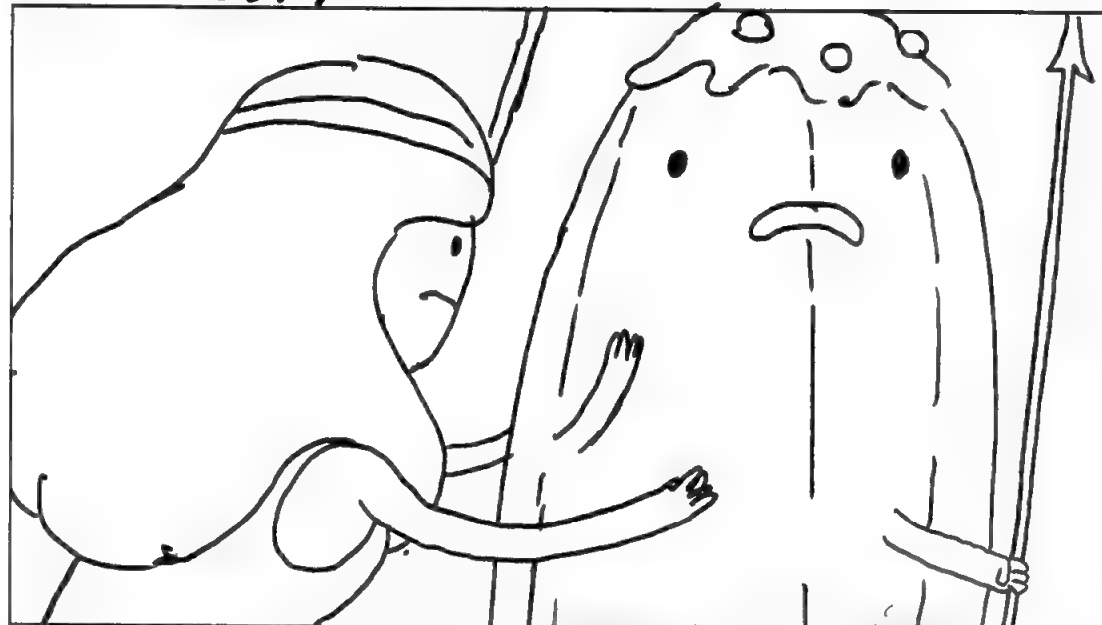


Page 94

Sc. 91 CONT Pnl. C Bg. day night



Sc. 91 CONT Pnl. D Bg. day night



Dialog:

(PB) / WHERE THE JAM IS FINN!?!

(BG) / I don't know weren't they just here?

Action:

- PB GRABS BANANA GUARD.

Timing:

JAN 31 2014

Production :

EPISODE #

1025-170

1025/170

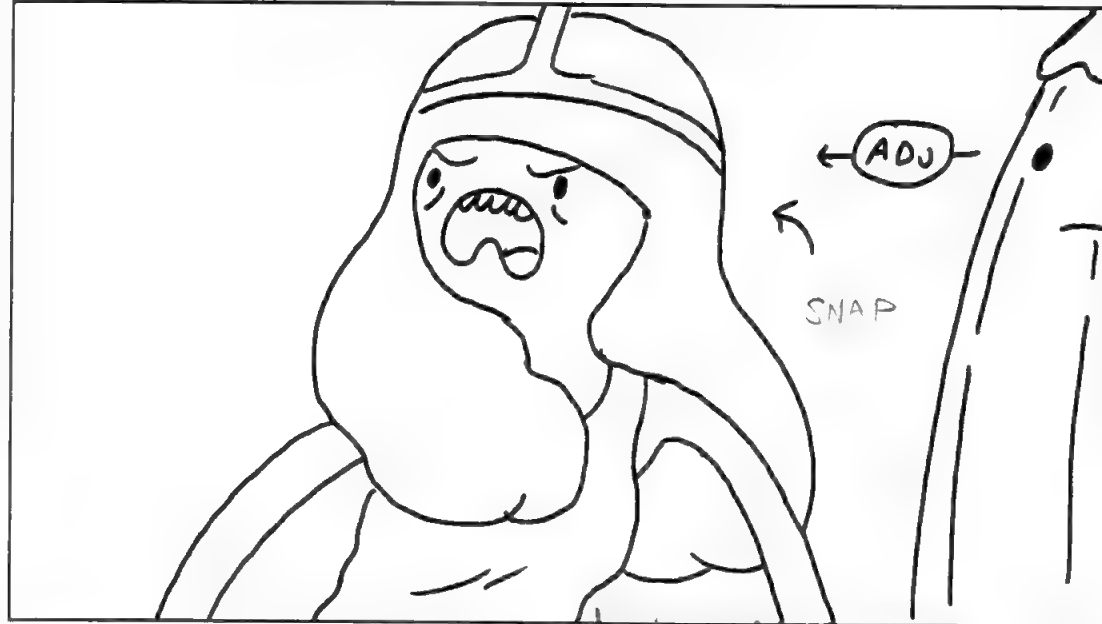
1025/170

ADVENTURE TIME

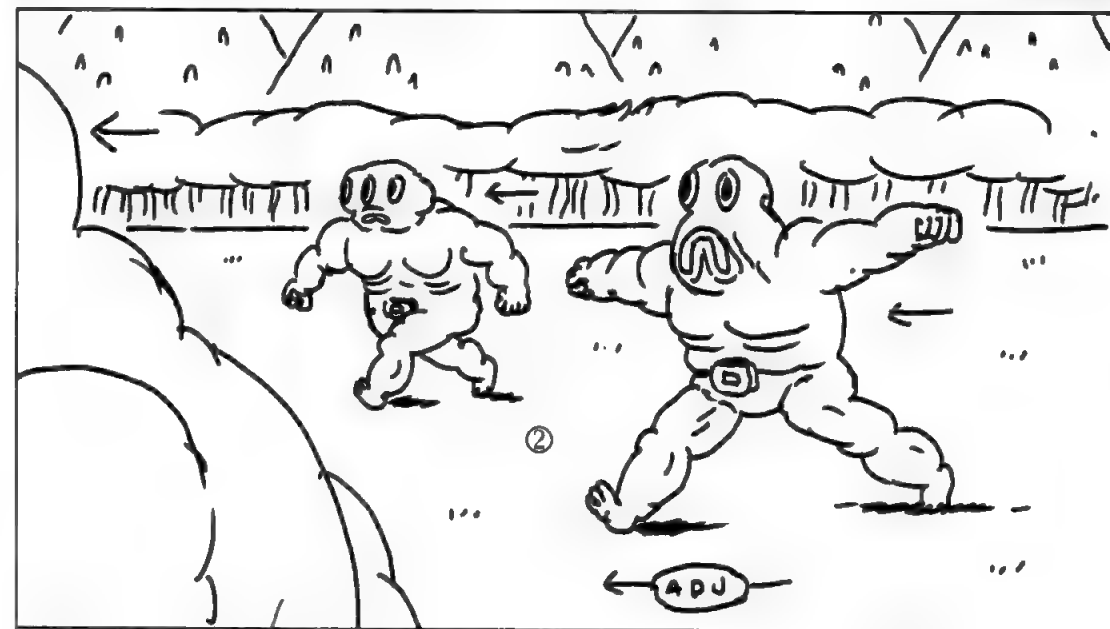


Page **95**
95A NEXT
 day night

Sc. **91 cont** Pnl. **E** Bg. day night



Sc. **92** Pnl. **A** Bg. day night



Dialog:	(PB) / WHAT THE JAM!!?
Action:	-PB TURNS SUDDENLY -ADJ W/ ACTION
Timing:	- MUTANTS CONTINUE CHARGING TOWARDS FORCEFIELD GENERATOR. JAN 3 1 2014



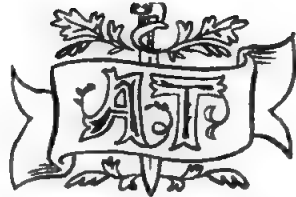
EPISODE # **1025-170**
 1025/170
 Production :

1025/170

1025/170

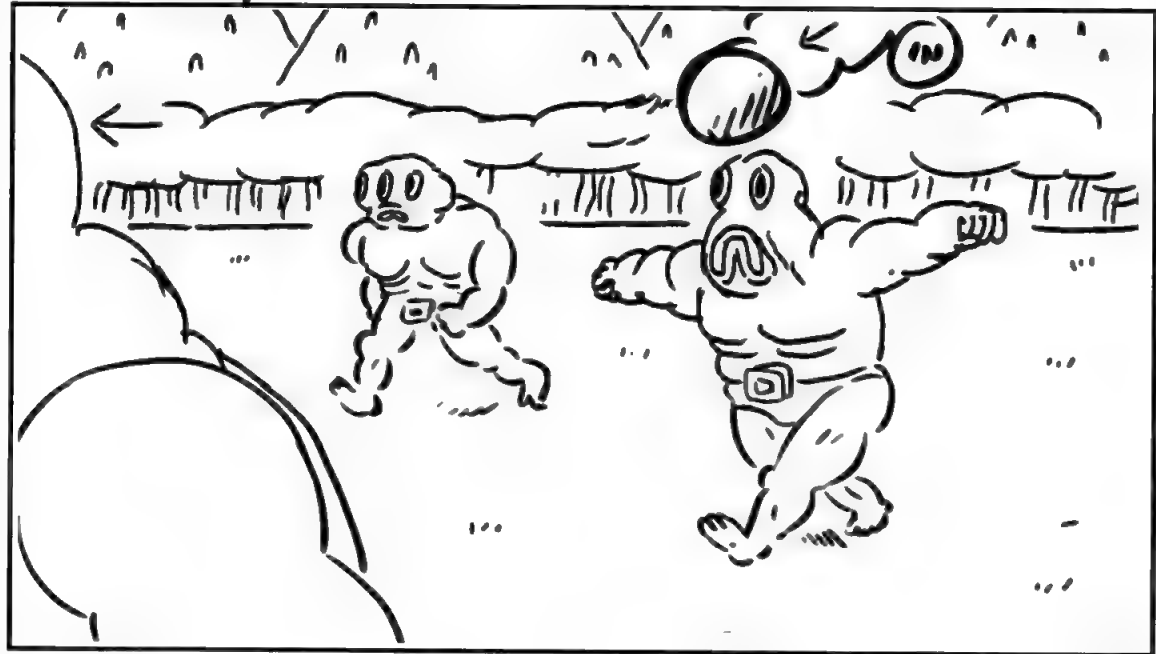
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ADVENTURE TIME

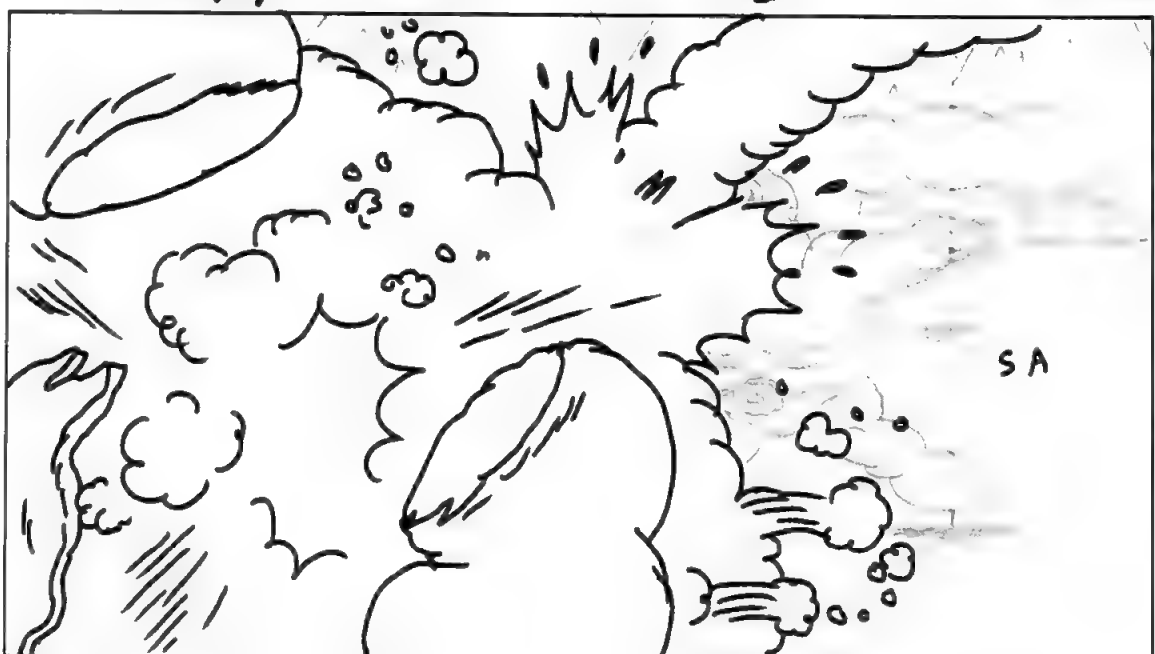


Page 95A
96 NEXT
day night

Sc. 92 *CONT* Pnl. B Bg. day night



Sc. 92 *CONT* Pnl. C Bg. day night

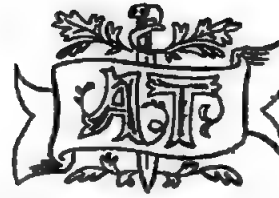


Dialog:	<p><i>PAN 13G</i></p> <p><i>(SFX) / BLAM.</i></p> <p>JAN 3 1 2014</p>
Action:	<p>- CANNONBALLS HIT MUTANTS AND THEY EXPLODE INTO PIECES.</p>
Timing:	

EPISODE # 1025-170
Production: 1025/170

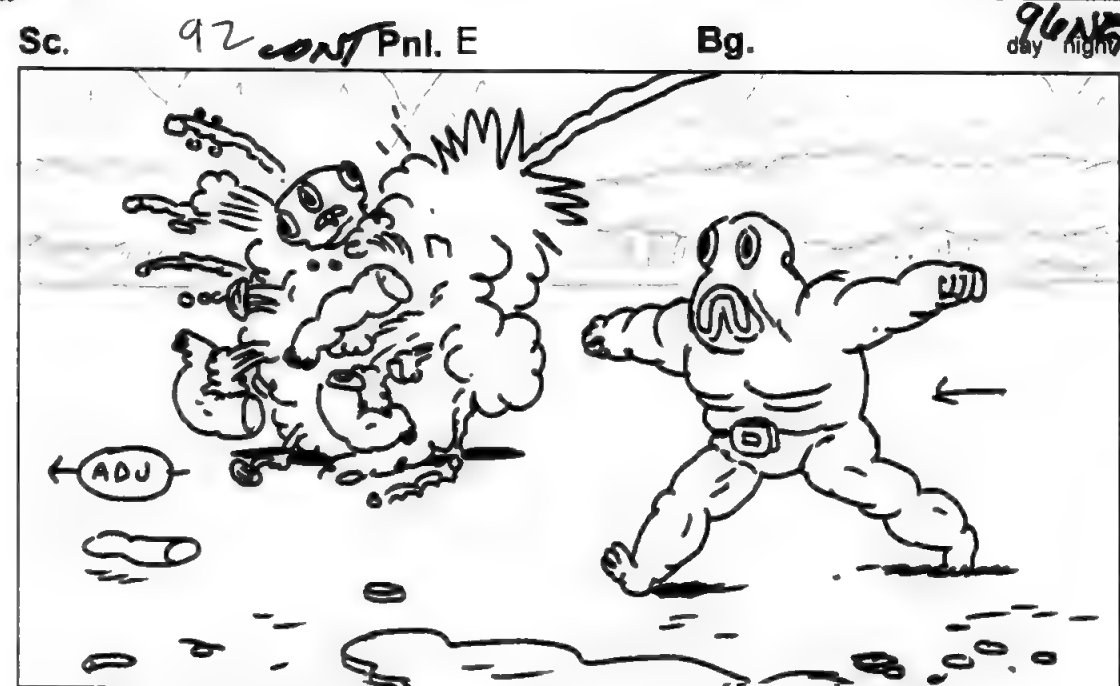
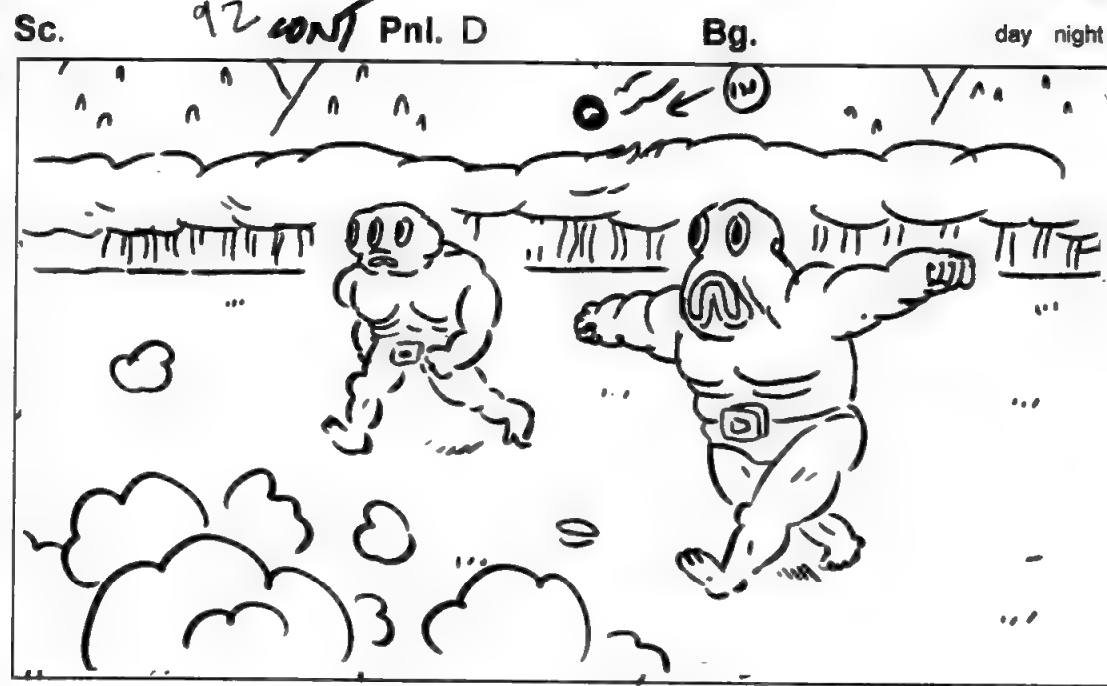
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ADVENTURE TIME



P-16A
M-17

Page 96
96/170
day night



Dialog:	(SFX) / BLAM.
Action:	JAN 31 2014
Timing:	

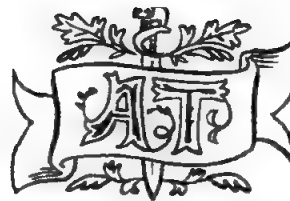
EPISODE # 1025-171
1025/170

Production :

1025/170

1025/170

ADVENTURE TIME



Sc. 92 *CONT*

Pnl. F

Bg.

day night



Sc. 92 *CONT*

Pnl. G

Bg.



Page 96A

97 NEXT
day night

Dialog:
Action:
Timing:

JAN 31 2014

EPISODE # 1025-170

Production:

1025/170

1025/170

1025/170

ADVENTURE TIME

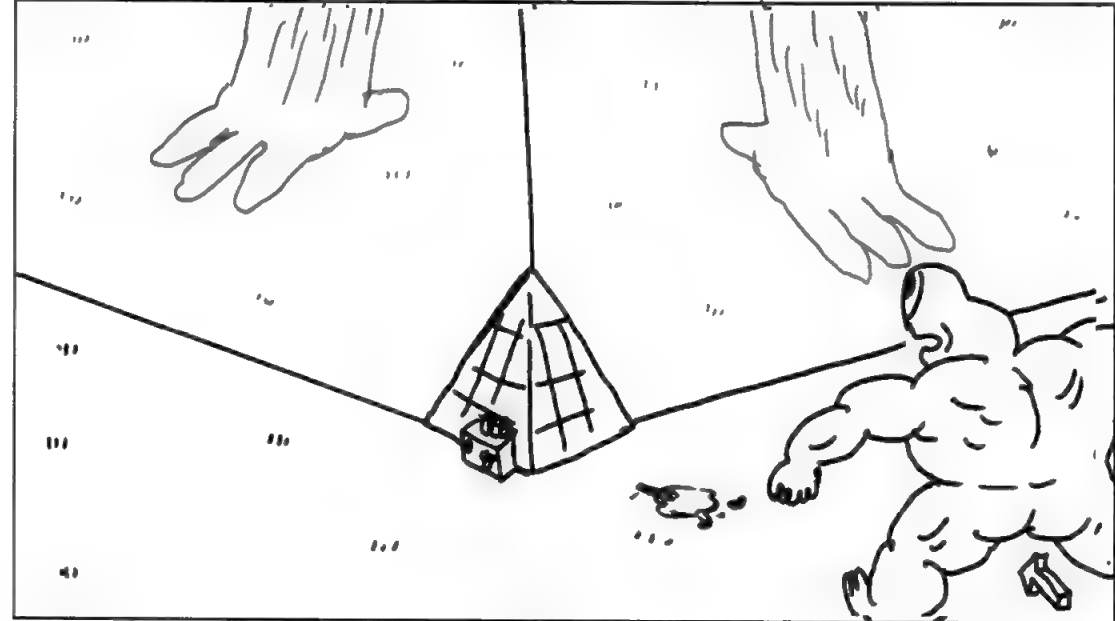


Page 97

Sc. 92 ~~cont~~ Pnl. H Bg. day night



Sc. 93 Pnl. A Bg. day night



Dialog:	(SFX) / BLAM.
Action:	- MUTANT RUNS ON/S JAN 3 1 2014
Timing:	

IN EPISODE # 1025-170

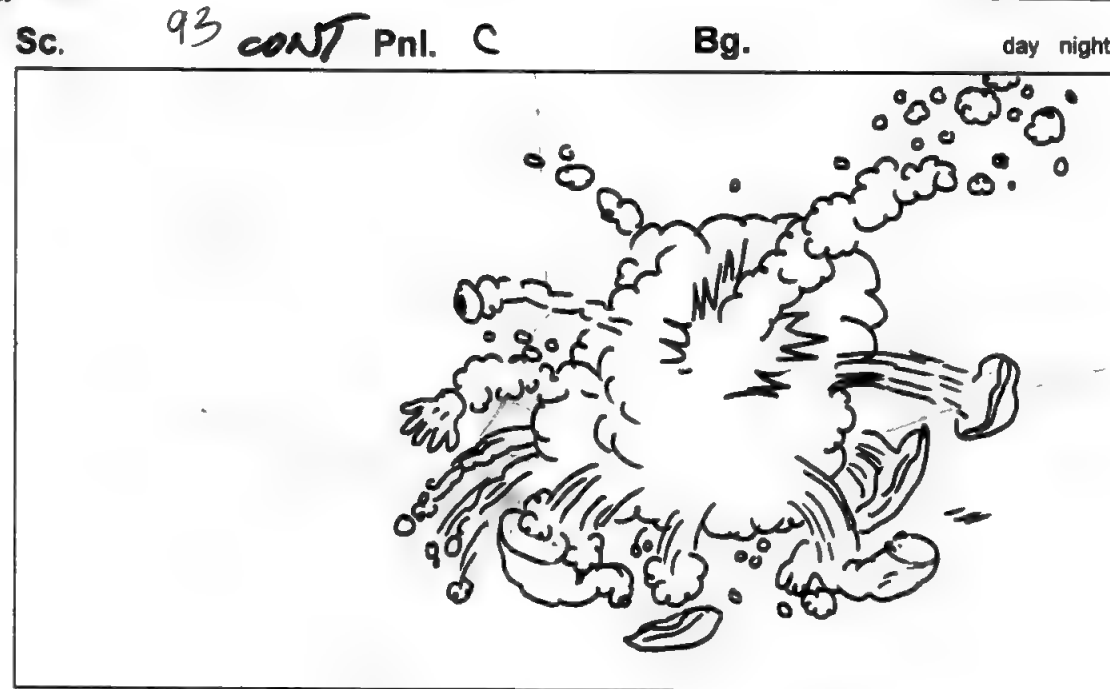
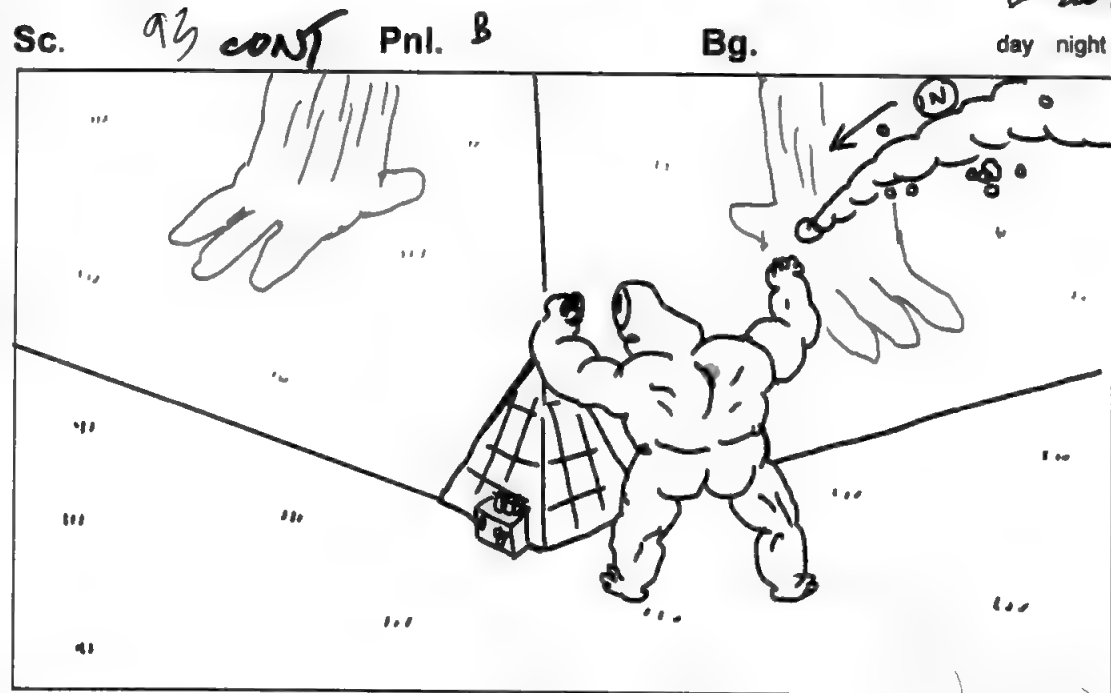
Production :

1025/170

ADVENTURE TIME



Page 98



Dialog:	(SFX) / BLAM
Action:	- ABOUT TO PUNCH, CANNONBALL COMES IN.
Timing:	JAN 3 1 2014

1025-170

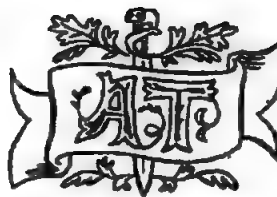
EPISODE #

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Production :

1025/170

ADVENTURE TIME



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Sc. 93 cont Pnl. D Bg. day night



Sc. 93 cont Pnl. E Bg. day night



Dialog:	
Action:	- ANOTHER MUTANT RUNS ON/S.
Timing:	ABOUT TO PUNCH, CANNONBALL COMES IN. JAN 31 2014

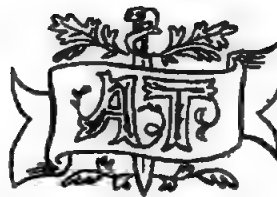
EPISODE # 1025-170

Production :

1025/170

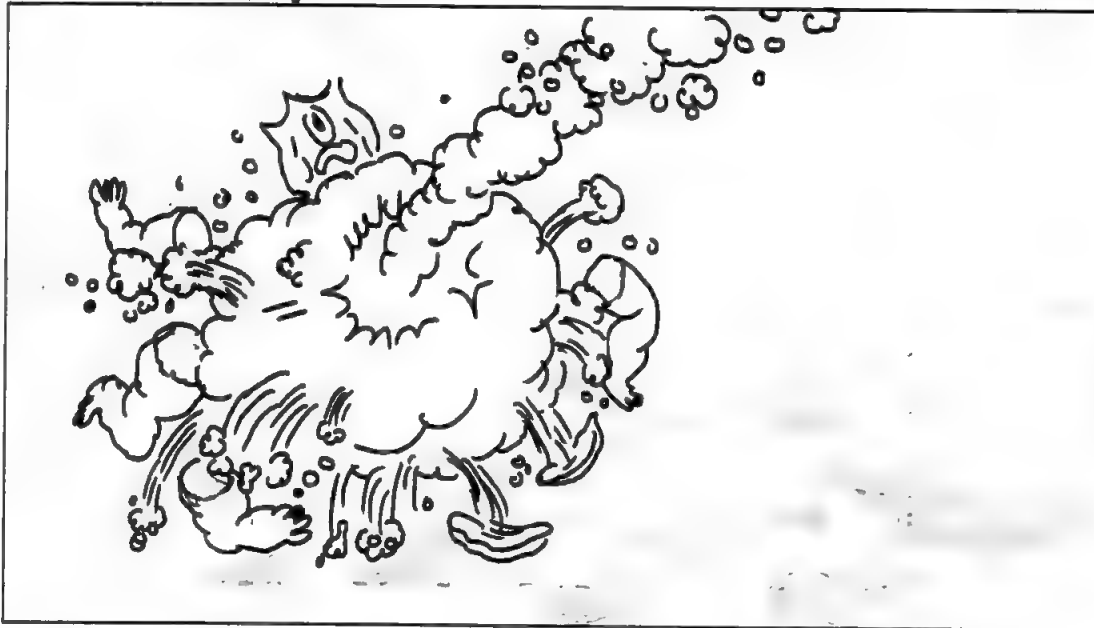
1025/170

ADVENTURE TIME



Page 100

Sc. 93 CONT Pnl. F Bg. day night



Sc. 93 CONT Pnl. G Bg. day night



Dialog:	(SFX) / KA-BLAM
Action:	- 3 RD MUTANT RUNS ON/S. JAN 3 1 2014
Timing:	

1025-170

EPISODE #

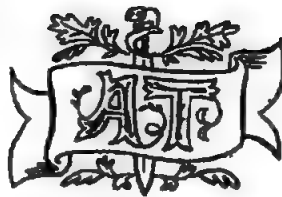
1025/170

Production :

1025/170

cut

ADVENTURE TIME

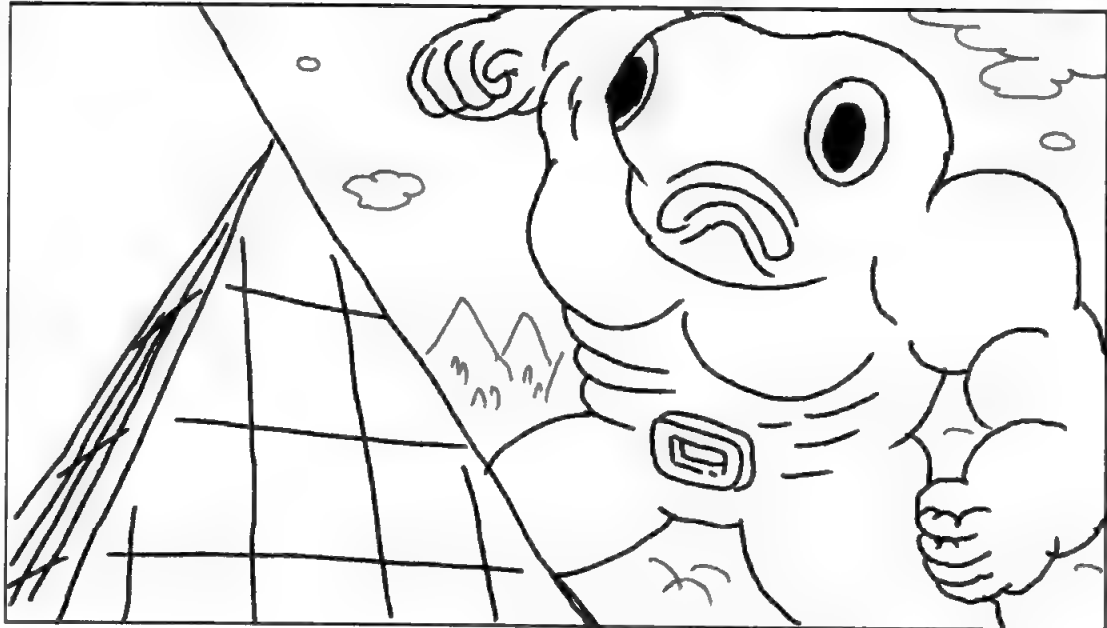


Sc. 94

Pnl. A

Bg.

day night

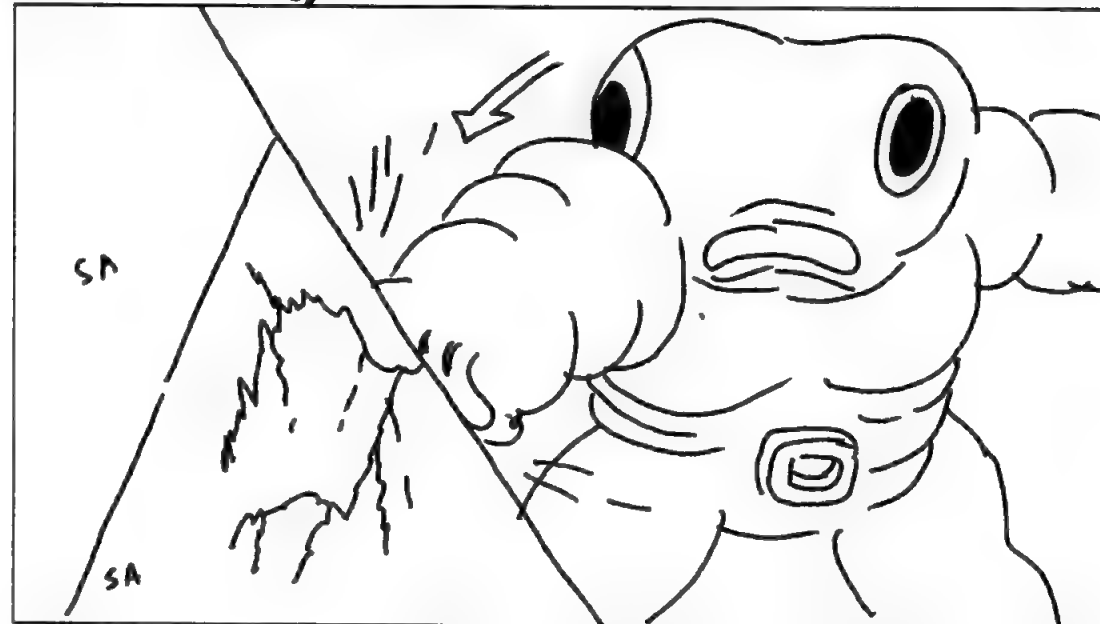


Sc. 94

CONT Pnl. B

Bg.

Page 101
101A NEXT
day night



Dialog:

SFX: * SMASH *

Action:

- 3RD MUTANT PUNCHES FORCE FIELD GENERATOR
- GENERATOR CRACKS

JAN 31 2014

Timing:

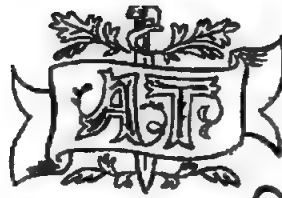
EPISODE# 1025-170

1025/170

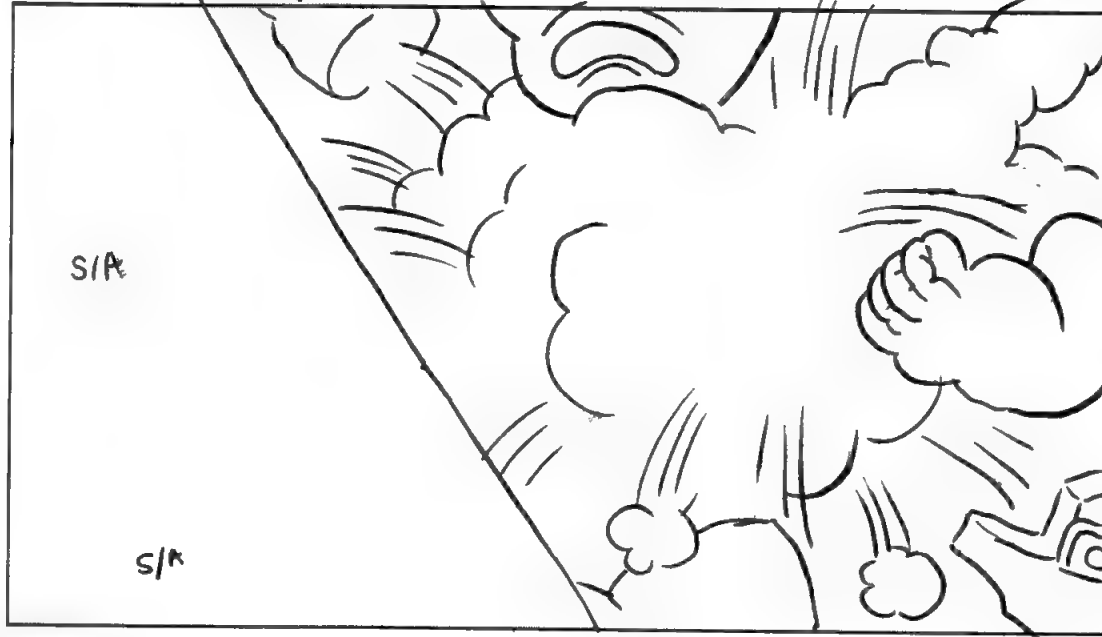
Production :

1025/170

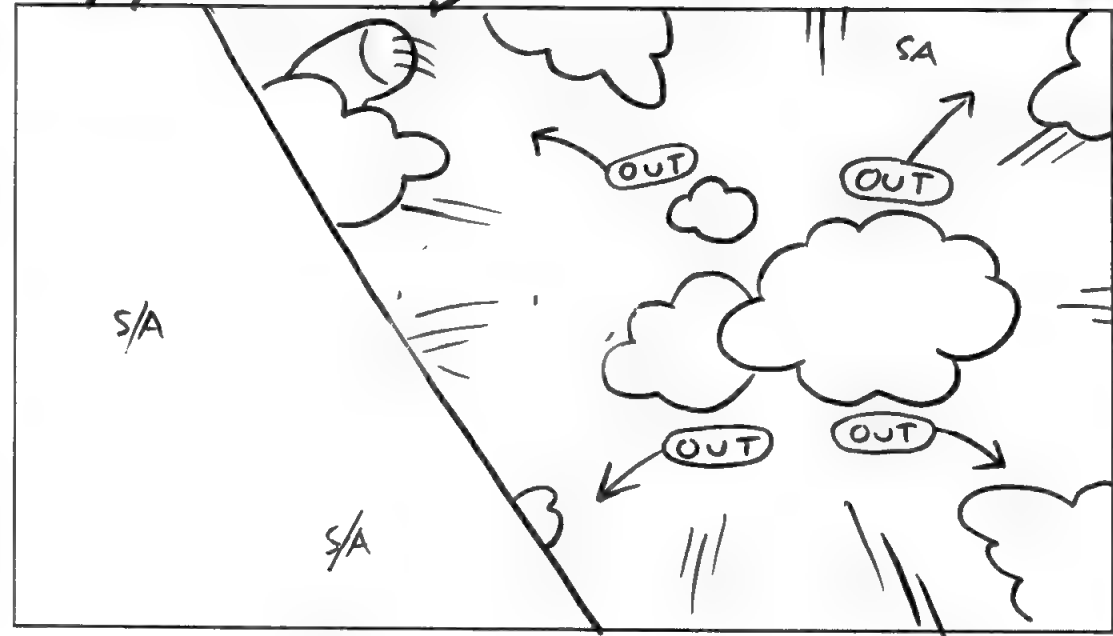
ADVENTURE TIME



Sc. 94 *CONT* Pnl. C Bg. day night



Sc. 94 *CONT* Pnl. D Bg. day night



Dialog:	<u>SFX:</u> KA-BLAM!
Action:	- CANNONBALL EXPLODES 3 RD MUTANT
Timing:	

JAN 31 2014

EPISODE #

Production :

1025/170

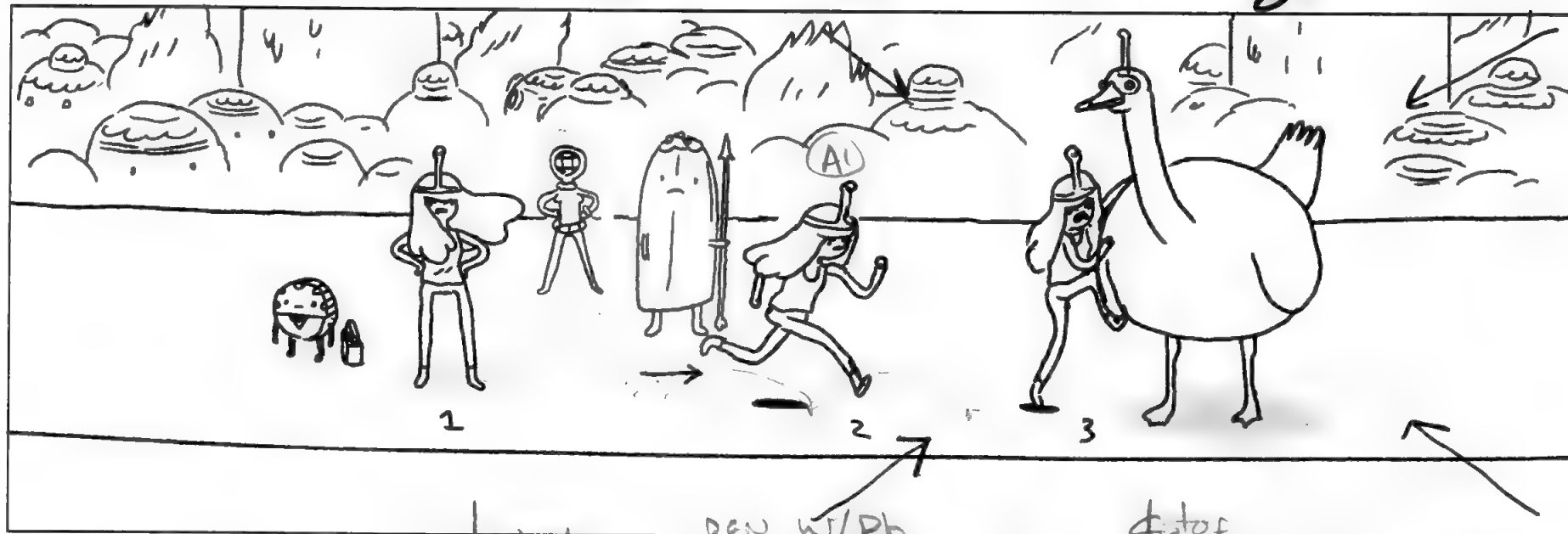
1025/170

ADVENTURE TIME



Page 102

Sc. 95 Pnl. A Bg. day night



Dialog:

(PB) / BEAT:
ALRIGHT!

(PB) / FINN OR NO FINN,

Action:

Timing:



(4) truck in AS JAN 31 2014
PB BOARDS SWAN.

Production :

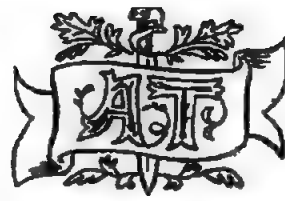
EPISODE #

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1025/170

1025/170

ADVENTURE TIME



Page 103

95 CONT

C

day night

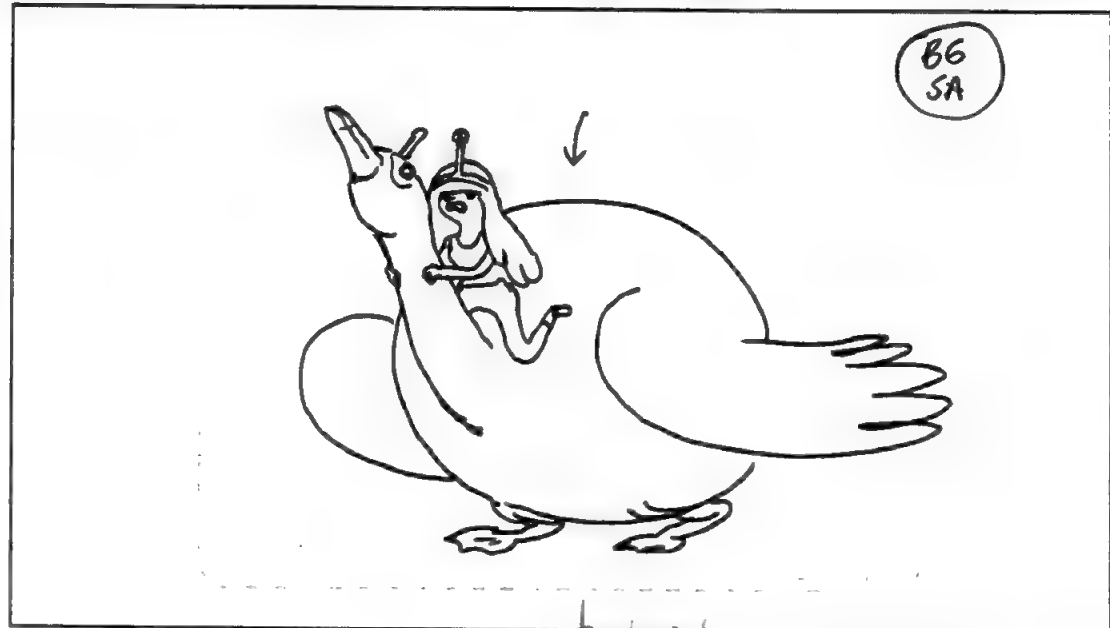
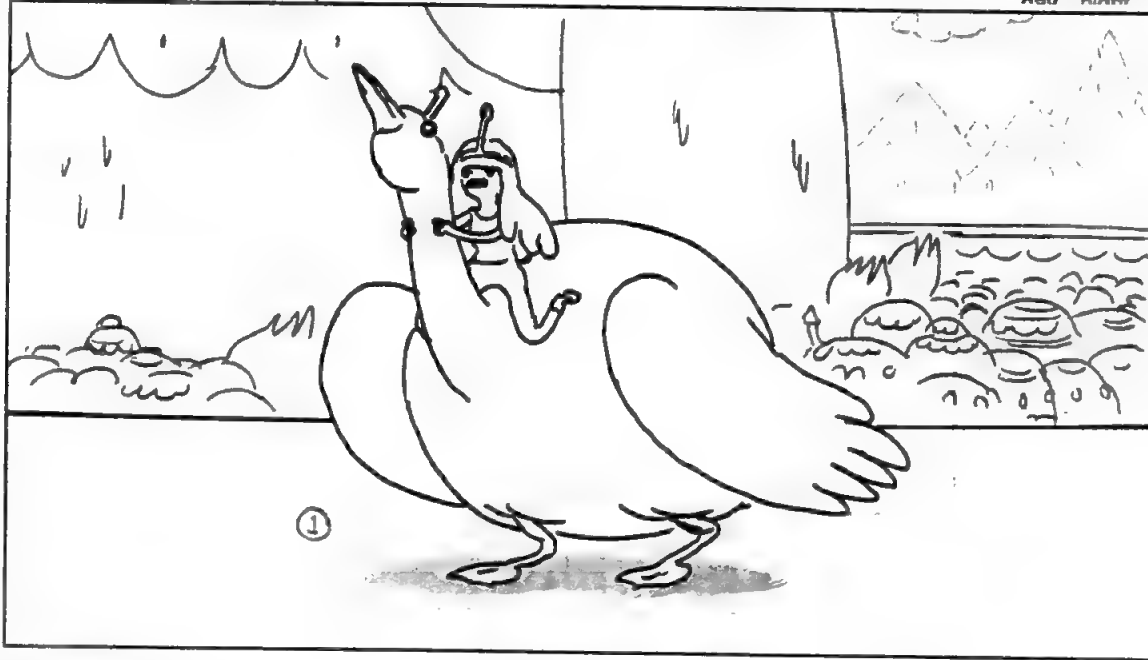
Sc.

95 CONT Pnl.

D

Bg.

day night



B6
SA

Dialog:

PB/ PB's gotta get in that biz

Diag pans w/ action

Action:

JAN 31 2014

Timing:

EPISODE #

1025-170

1025/170

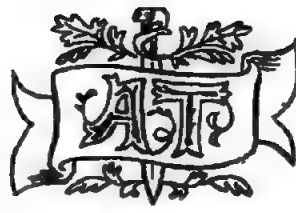
Production :

1025/170

1025/170

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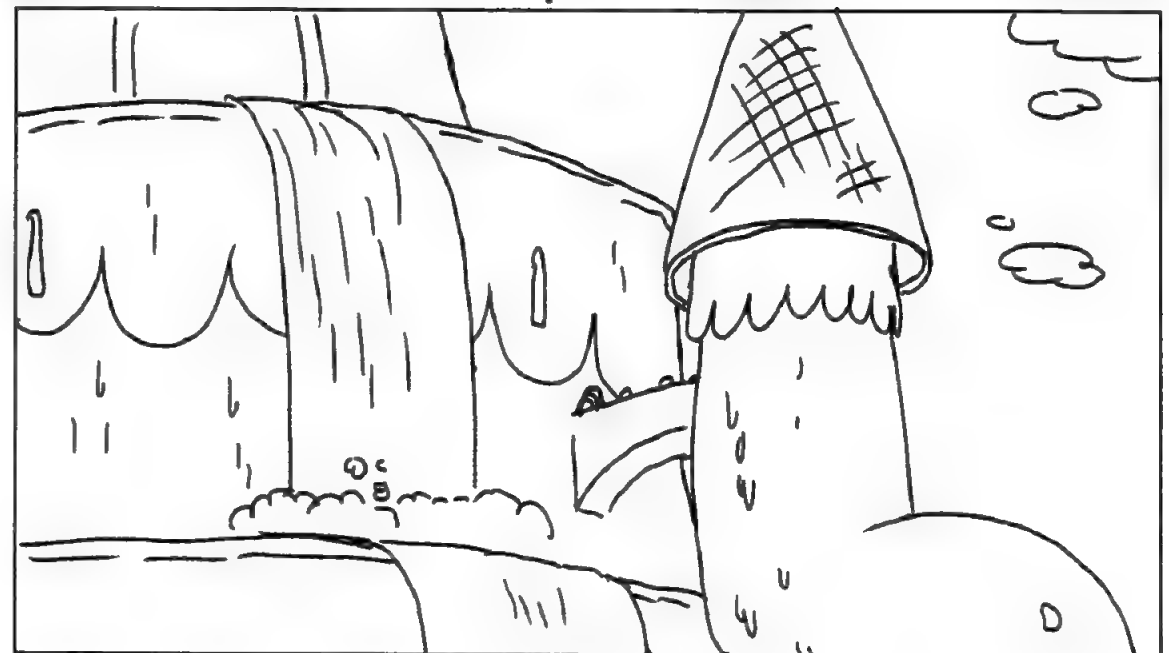


Sc. 95 CONT E day night



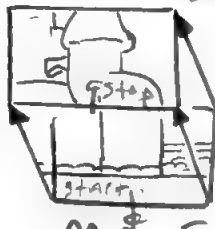
4step Diag Pan

Sc. 95 CONT Pnl. F Bg. day night



Dialog:	(PB) / HYAH!
Action:	- SWAN FLIES UPWARD AND OFF'S ACTION - ADJ. W/ ACTION.
Timing:	

Diag Pan w/ Action



S/A E

S/A D

JAN 31 2014

act

EPISODE #
1025/170

Production :

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cut

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to
cut

EPISODE #

Timing:



ccc/

WHY HAVE YOU
STOPPED FIRING !?!

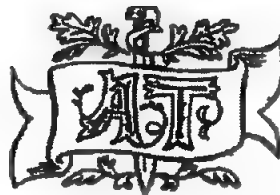
Production :

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0110701

HW
Cut

ADVENTURE TIME



HW
Cut

REVISED
02/13/14

Page 106

Cut

Sc. 97

Pnl. A

Bg.

day night



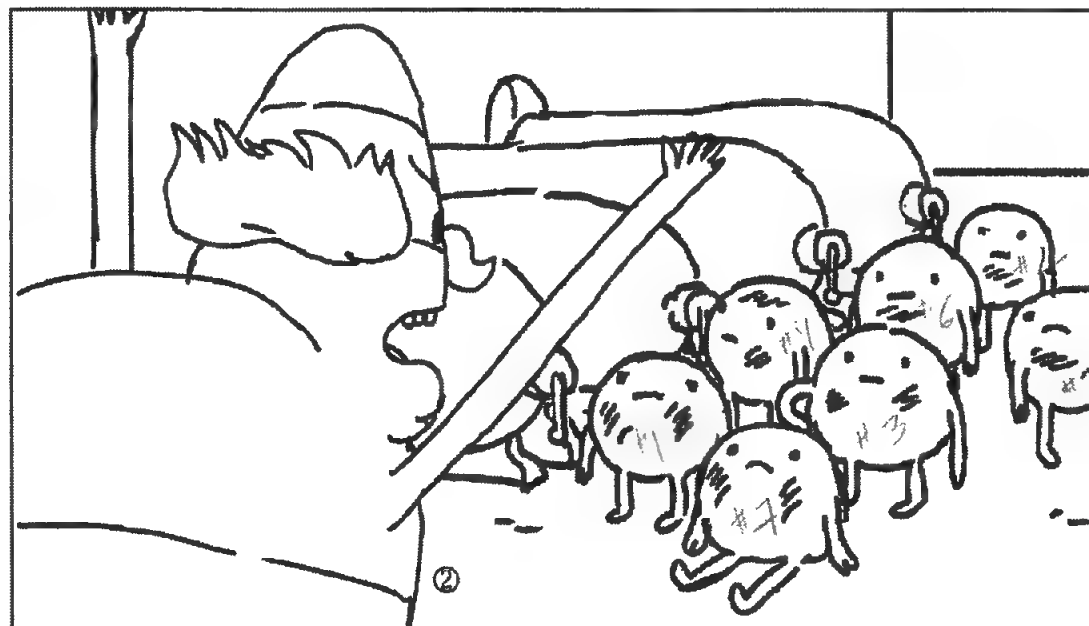
Sc. 97A

Pnl.

A

Bg.

day night



Dialog:

CANDY
SOLDIER
#3

WE RAN OUT OF AMMO,
COLONEL!

CCC

THAT'S NONSENSE, SOLDIER!

Action:

#12
scratches
cheek

Timing:

Cheek



JAN 31 2014

Production :

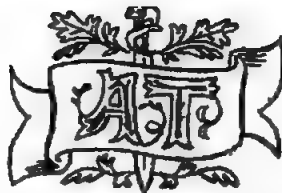
EPISODE#

1025/170

1025/170

Cut

ADVENTURE TIME



Sc. 98

Pnl. A

Bg.

day night

Sc. 98

CONT

Pnl. B

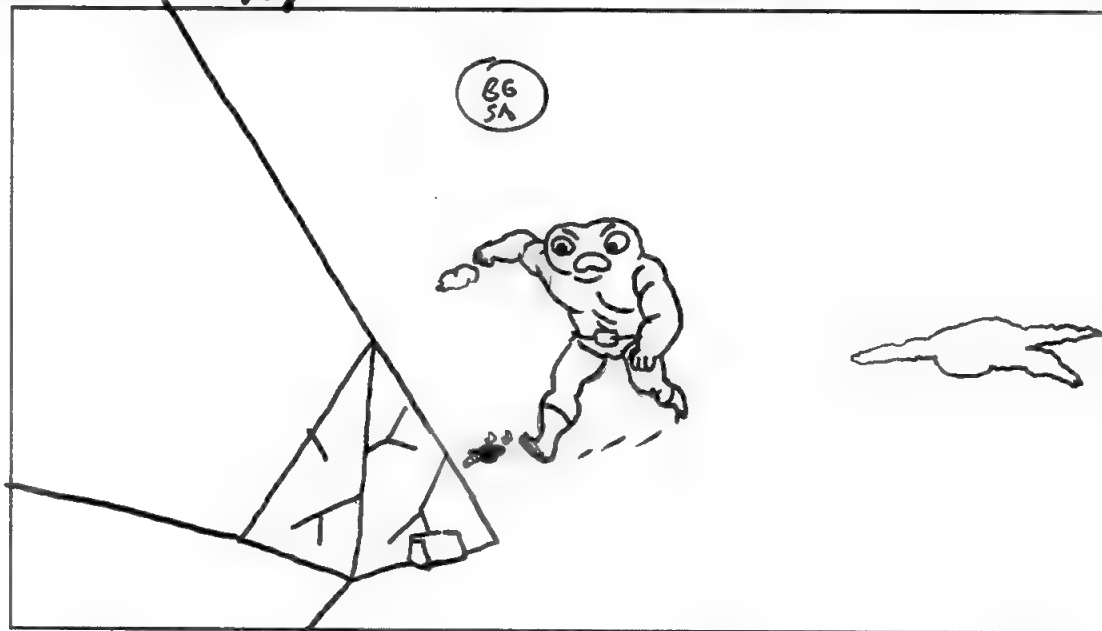
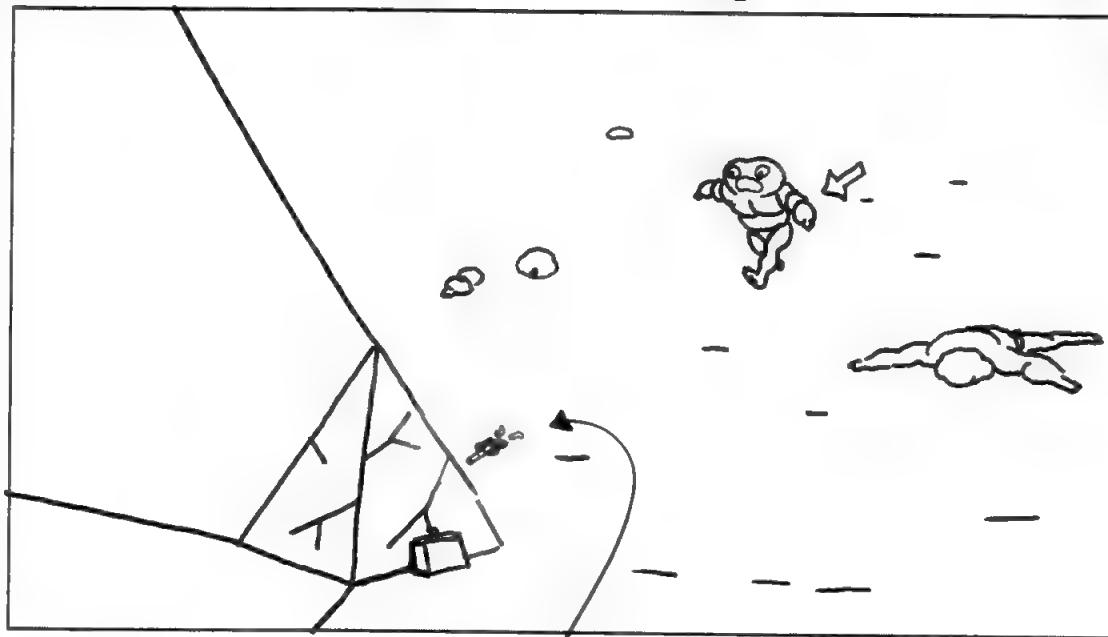
Bg.

Page

107

day night

HV
cut



Dialog:

ROOT
BEER
GUY

Action:

- 3RD MUTANT RUNS UP TO
FORCEFIELD GENERATOR.

JAN 31 2014

Timing:

EPISODE #

Production :

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1025/170

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1025/170

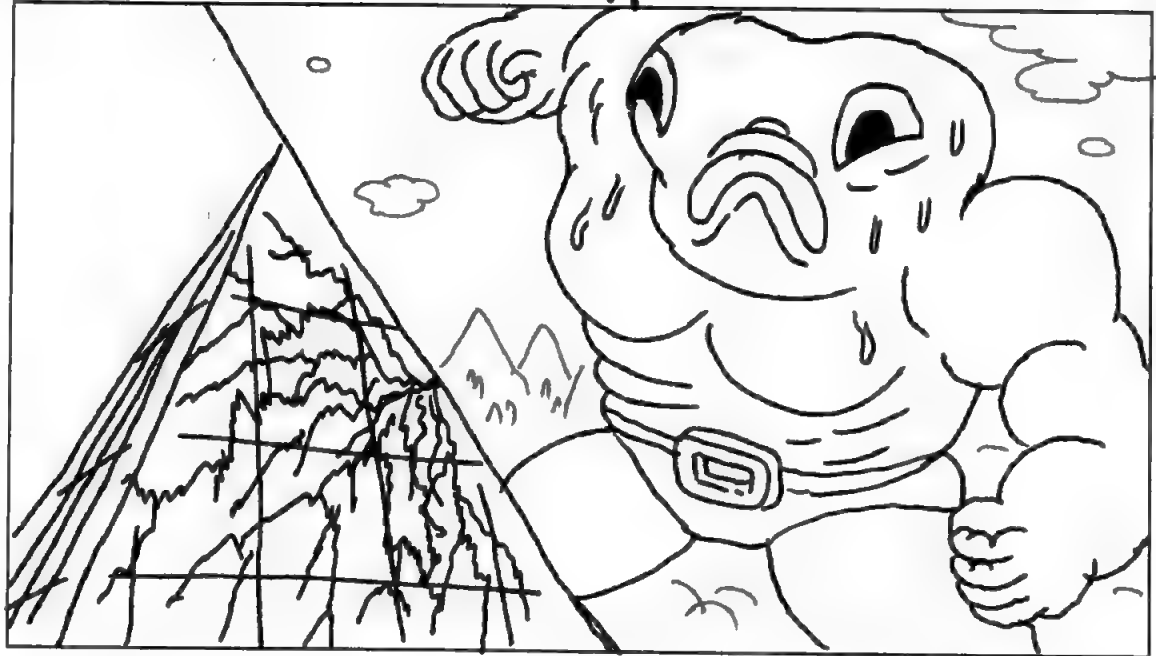
Ho
cut

ADVENTURE TIME

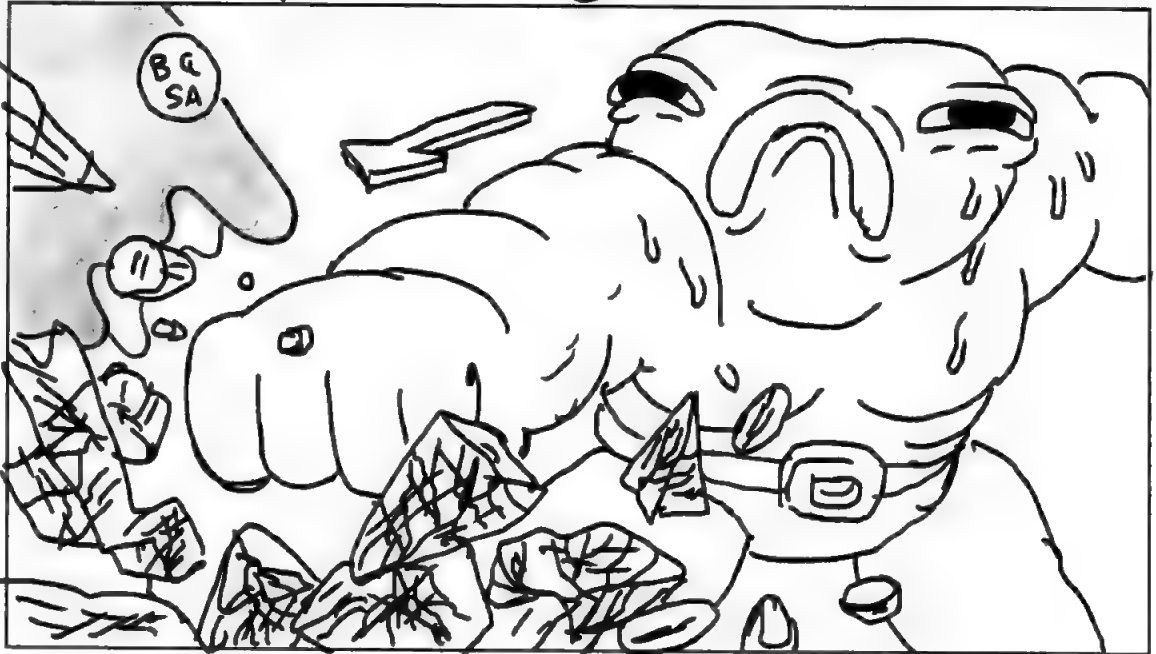


Cut

Sc. 99 Pnl. A Bg. day night



Sc. 99 CONT Pnl. B Bg. day night



Dialog:	MUSCLE MUTANT / WEH HGH -
Action:	PYRAMID CRACKED ALL OVER
Timing:	

mm / BWAUGH!!!!

SMASHED!

JAN 3 1 2014

EPISODE #
1025/170

Production :

1025/170

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1025/170

Cut

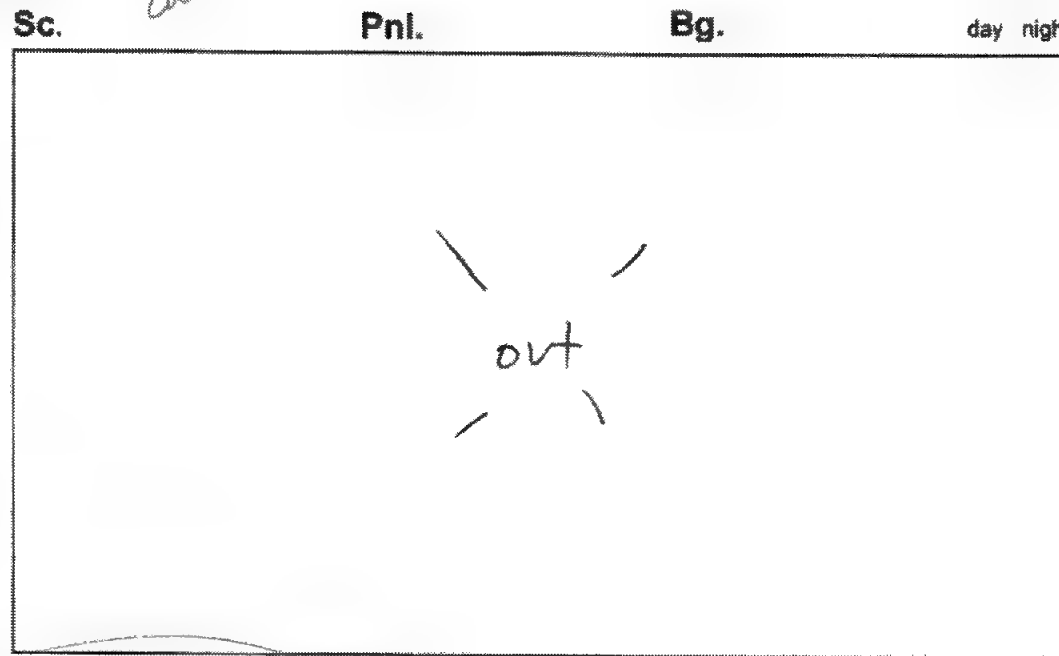
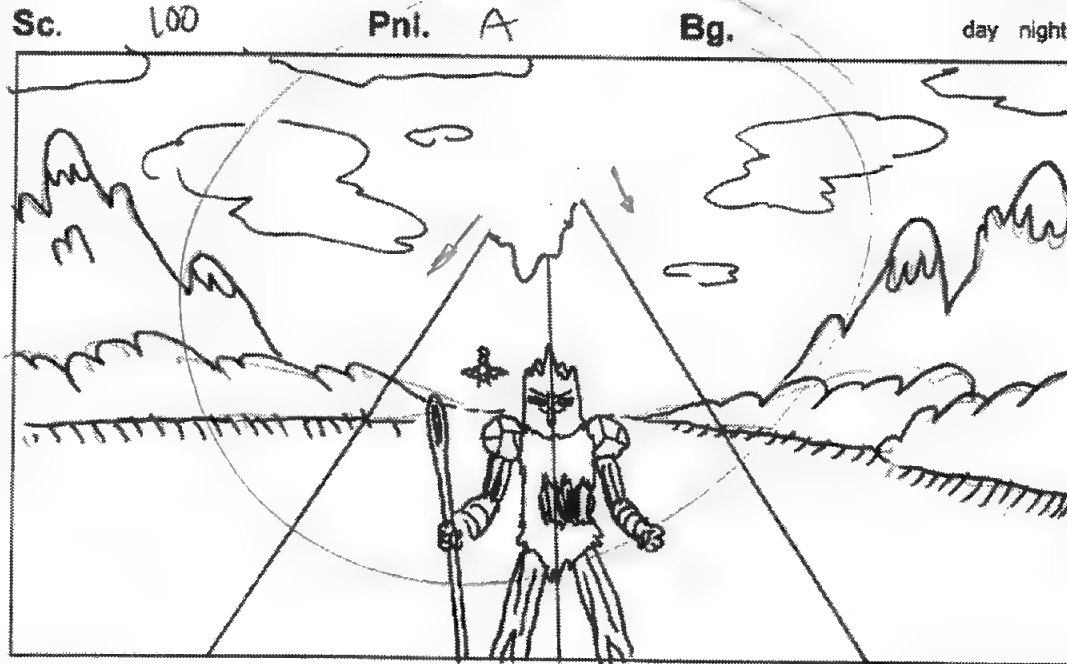
ADVENTURE TIME

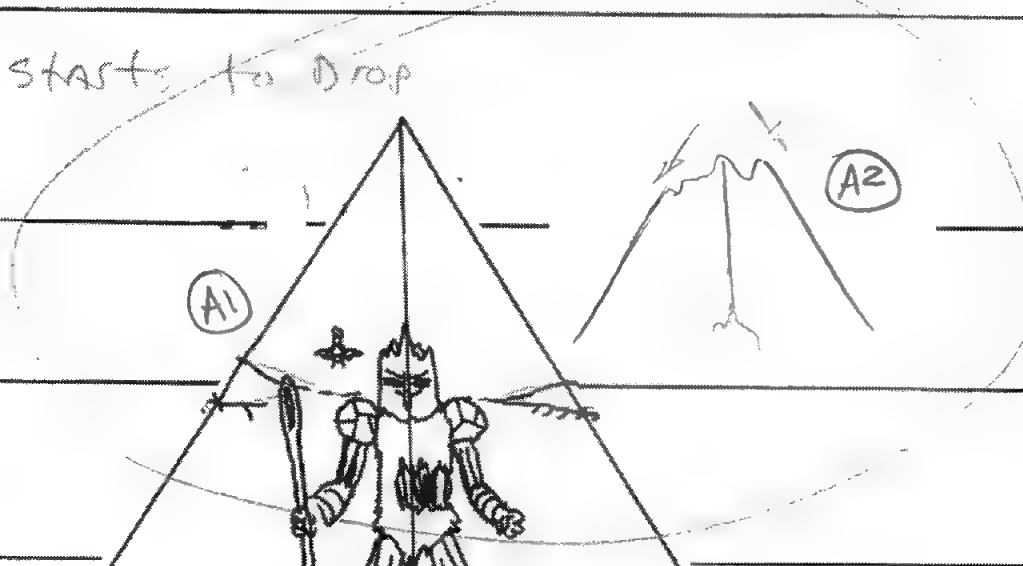


Ho
Cut

3/3/14

Page 109



Dialog:	Force Field starts to Drop
Action:	
Timing:	JAN 31 2014

EPISODE #

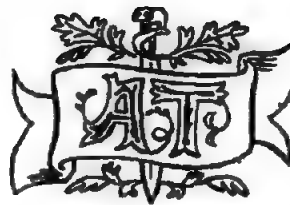
Production :

1025/170

1025/170

HV
cut

ADVENTURE TIME

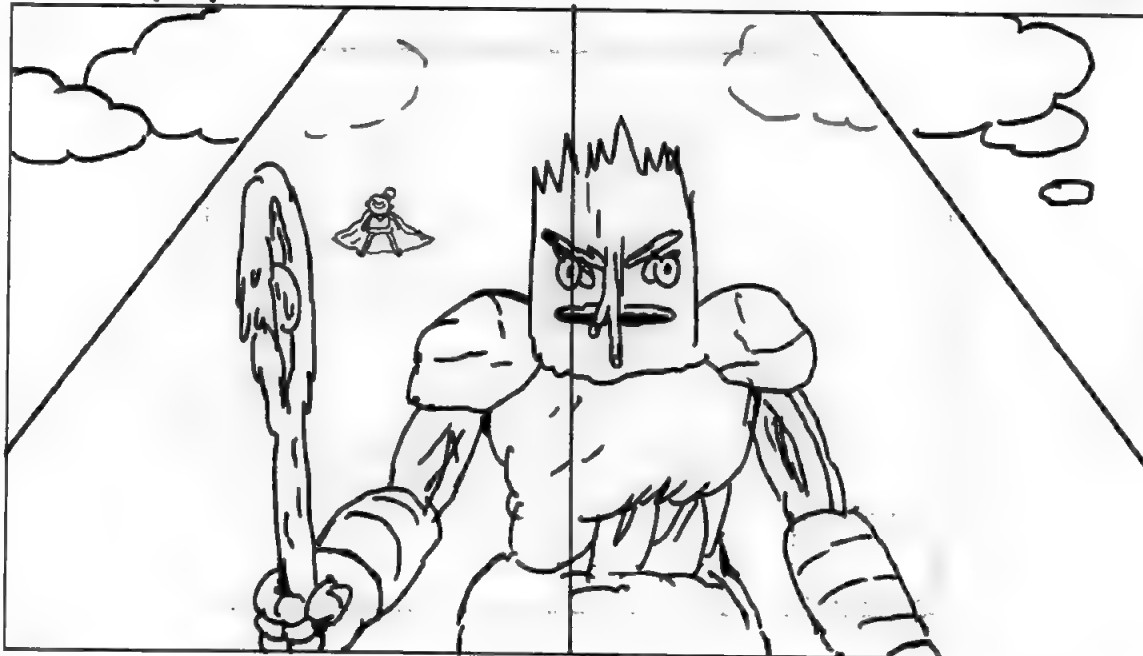


Sc. 101

Pnl. A

Bg.

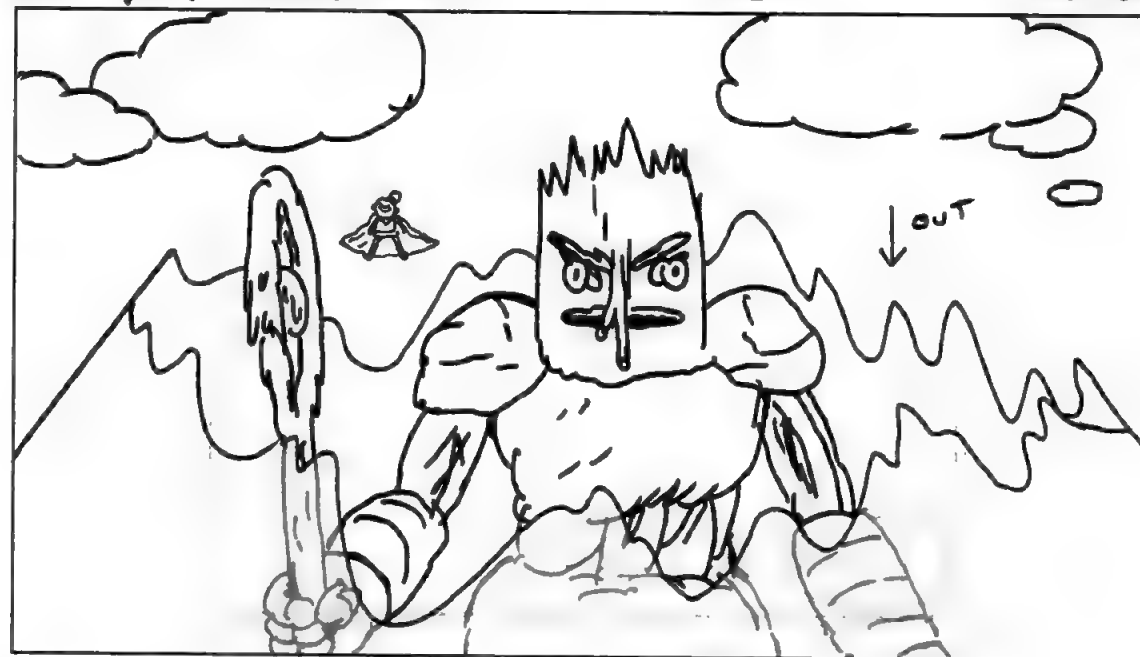
day night



Sc. 101 cont Pnl. B

Bg.

Page 110
110A NEXT
day night



Dialog:

Force Field Down:

SFX: * DEPOWERING *

Action:

FORCEFIELD DOWN.

JAN 31 2014

Timing:

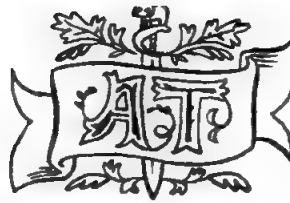
EPISODE #

Production :

1025/170

1025/170

ADVENTURE TIME



HW
Cust

Page 110A

FIN
day night

Sc. 101 *cont*

Pnl. C

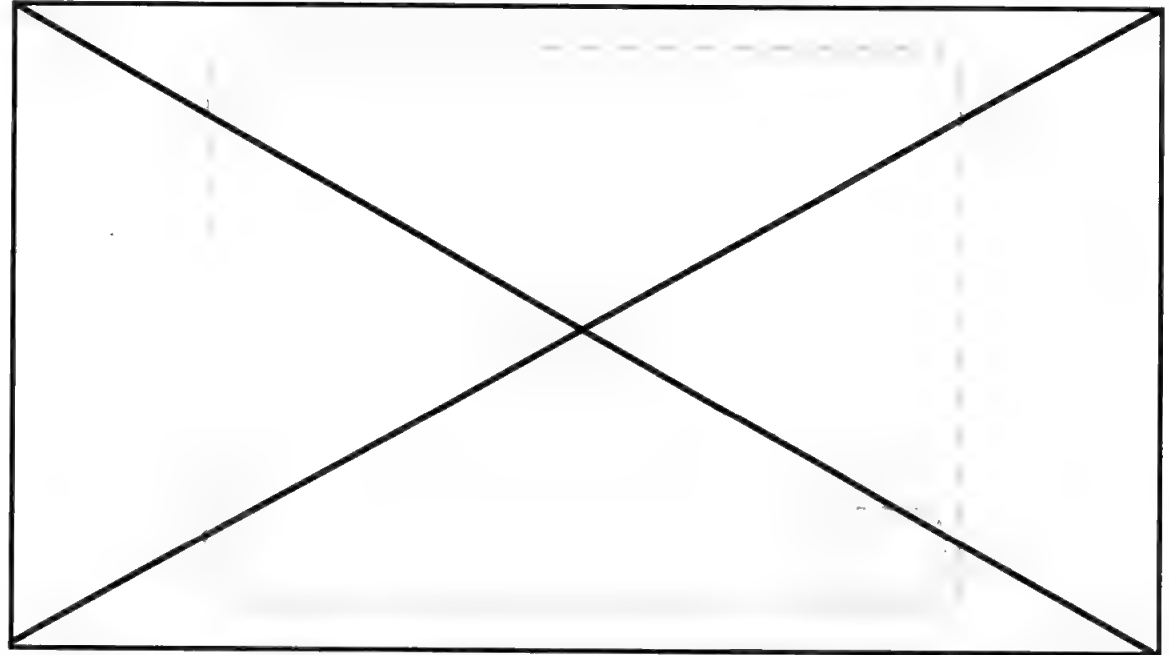
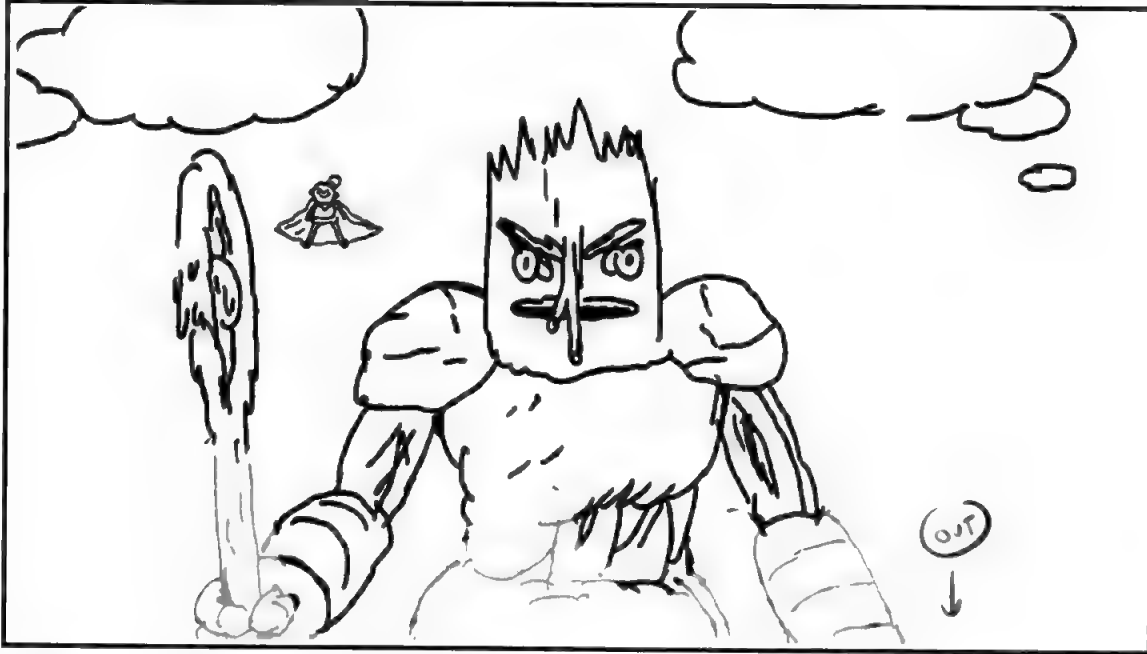
Bg.

day night

Sc.

Pnl.

Bg.



Dialog:

Action:

Timing:

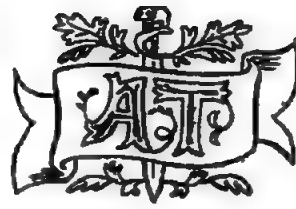
JAN 31 2014

EPISODE # 1025-170
1025/170

Production:

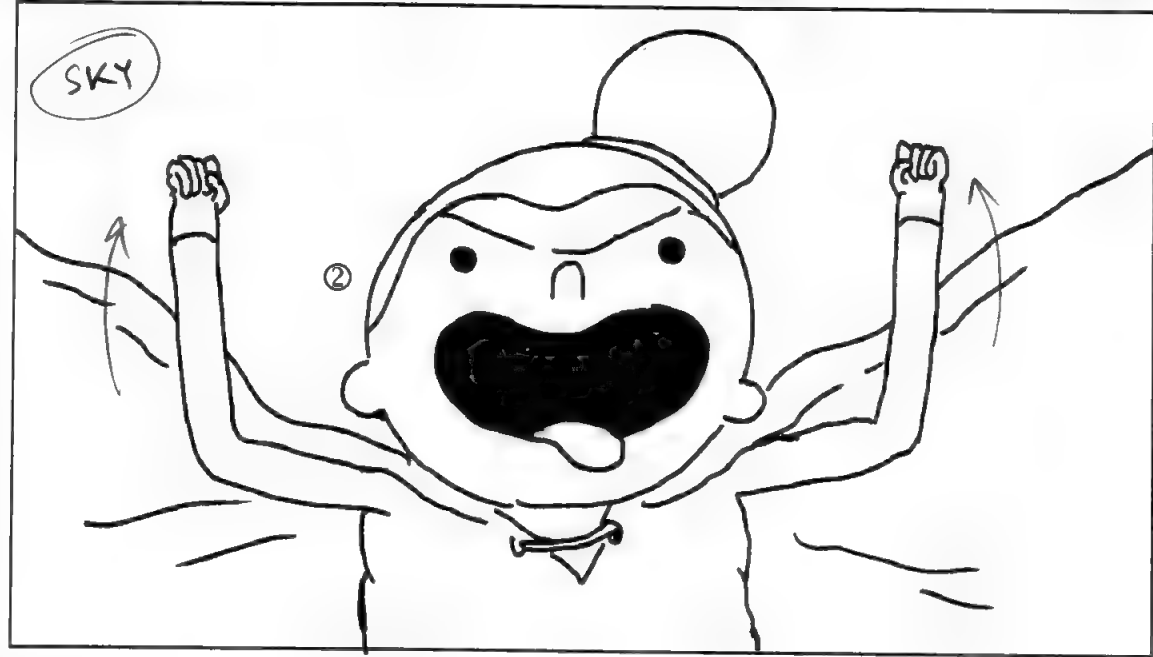
1025/170

ADVENTURE TIME

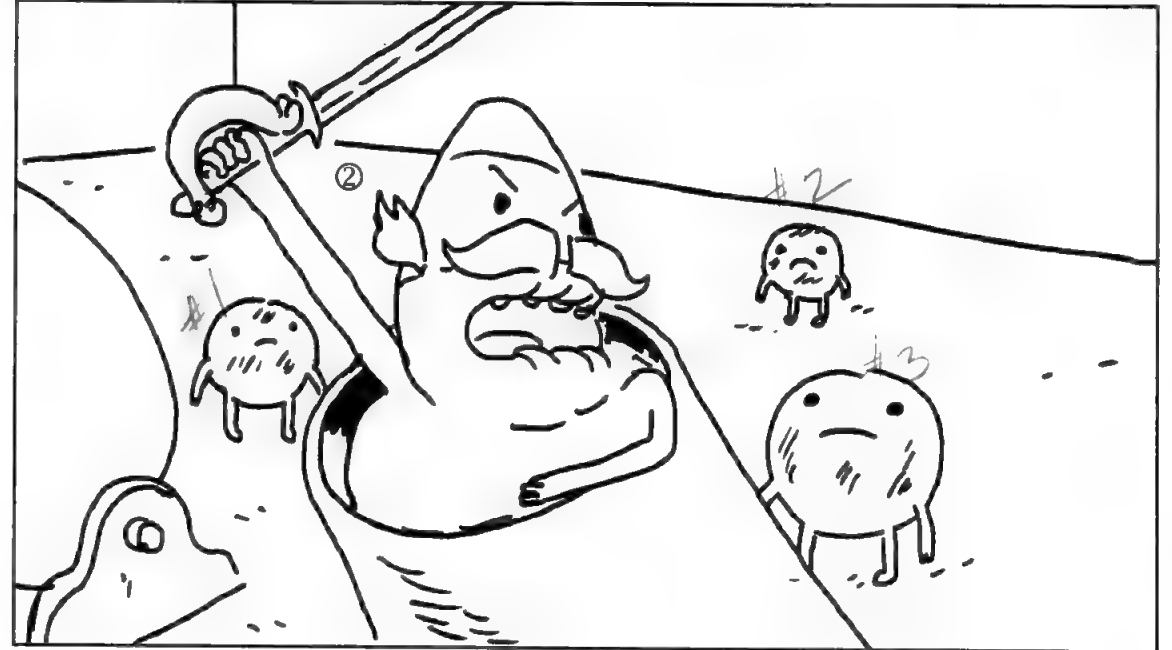


NO SC
104

Sc. 102 Pnl. A Bg. day night



Sc. 103 Pnl. A Bg. day night



Dialog:

(MAJA) / YEAH BABY!

(CCC) / THIS IS HOW YOU
DEFEND YOUR KINGDOM!

JAN 31 2014

Action:

Timing:



- CCC IN CANNON, HOLDING SWORD



EPISODE #

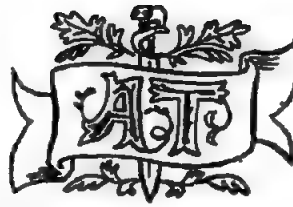
1025/170

Production :

1025/170

1025/170

ADVENTURE TIME

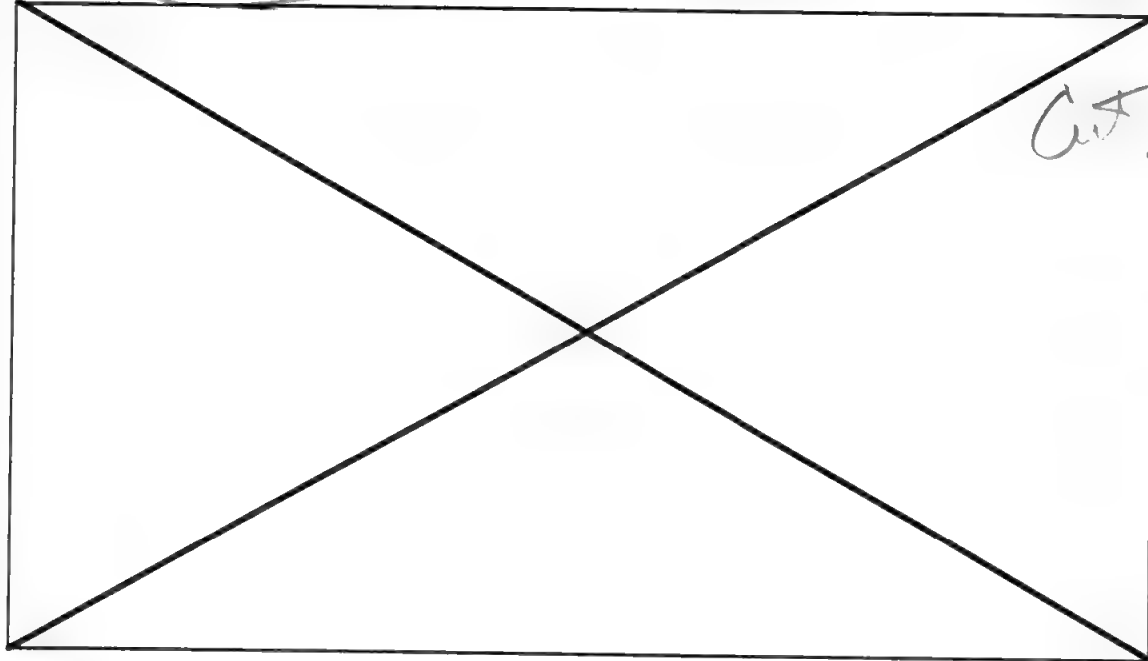


No Sc. 104
Pnl.

Bg.

day night

Sc.



Page 112
day night

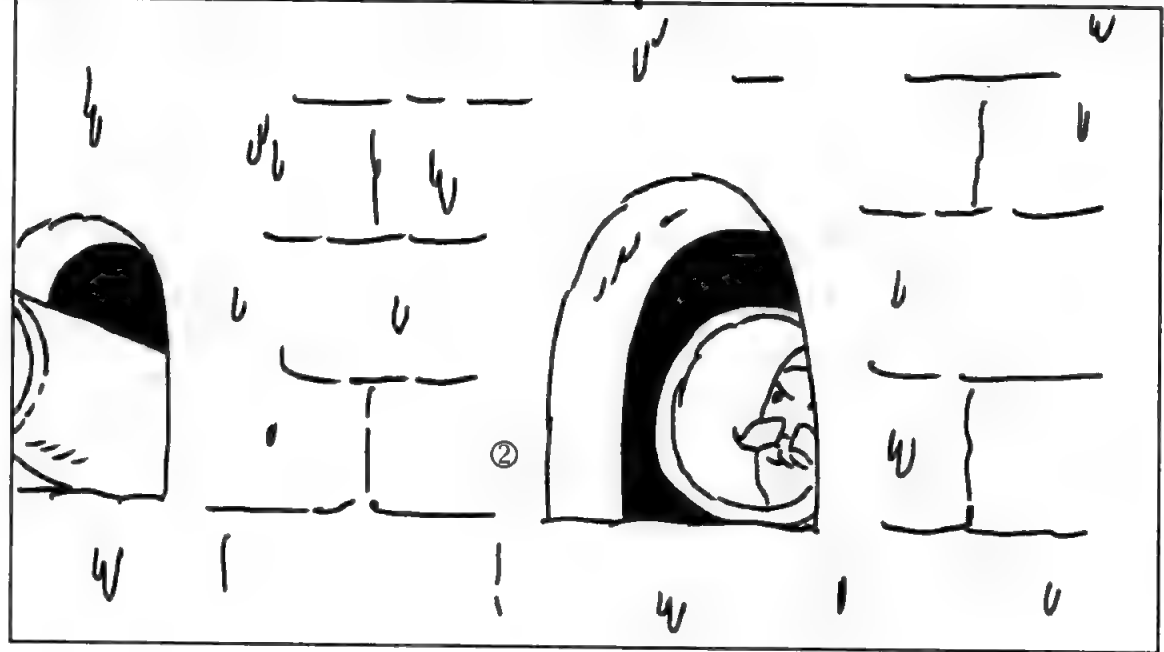
Sc.

105

Pnl.

A

Bg.



Dialog:

Action:

Timing:

JAN 31 2014

AI ①



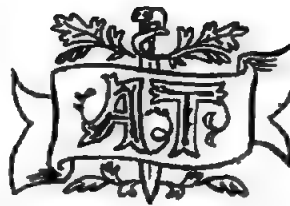
EPISODE #

1025/170

Production :

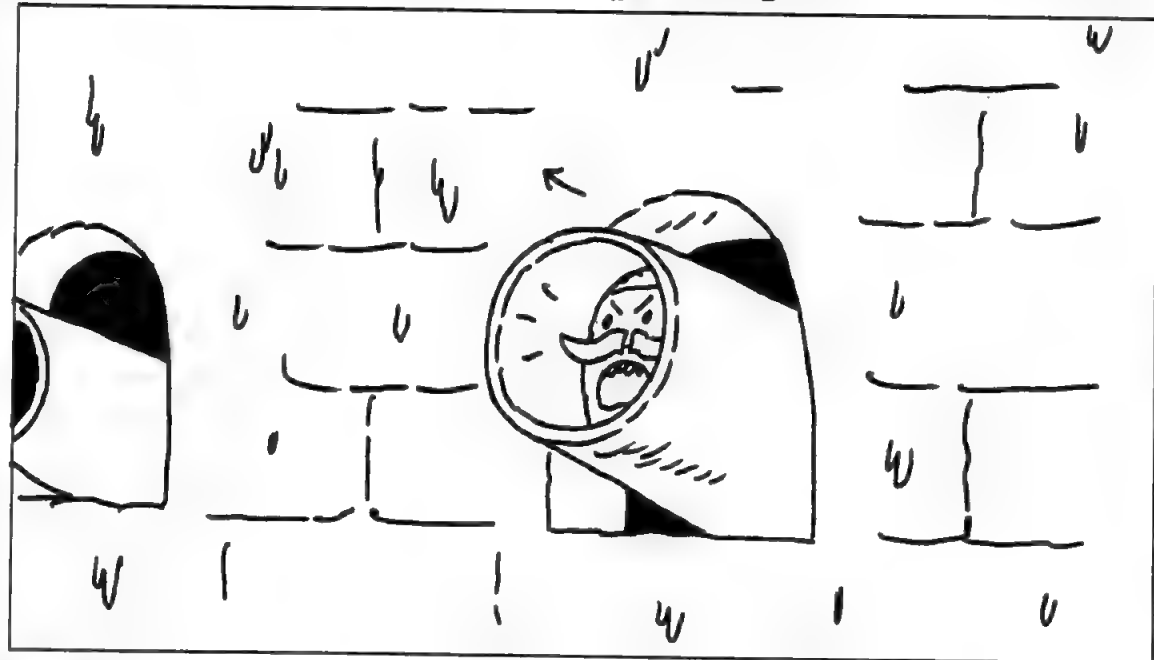
1025/170

ADVENTURE TIME

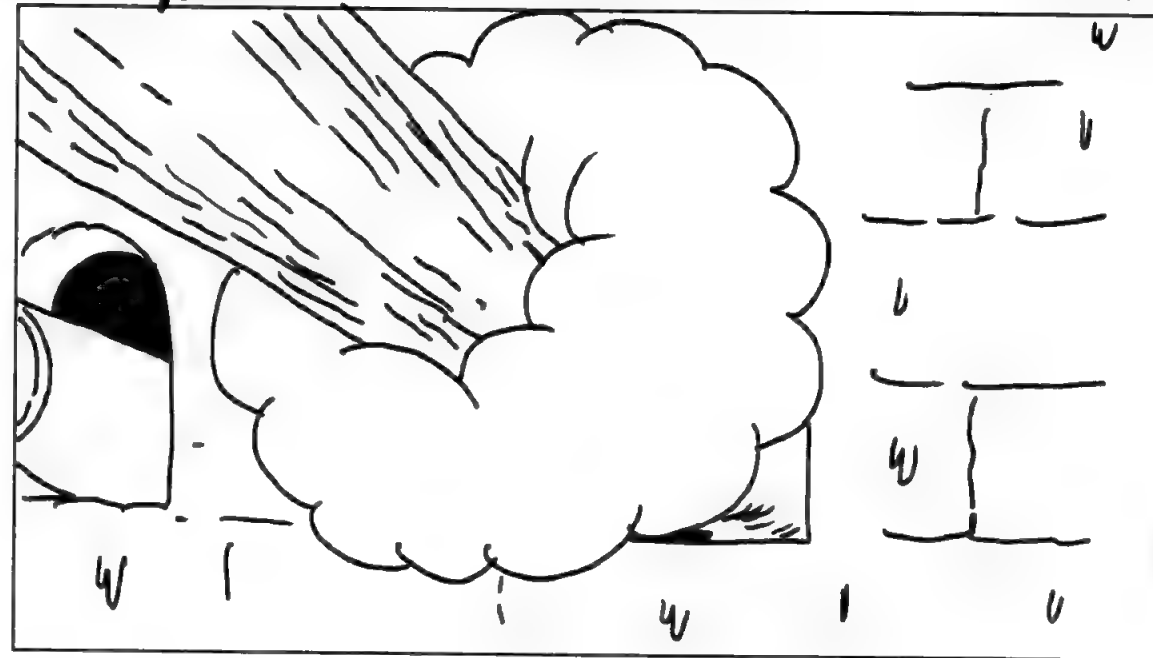


Page 113

Sc. 105 cont Pnl. B Bg. day night



Sc. 105 cont Pnl. C Bg. day night



Dialog:

(ccc) / Fire you wimps!

(SFX) / BOOM!

Action:

- CANNON GETS PUSHED FORWARD.

- CANNON FIRES CCC SFX'S.

JAN 31 2014

Timing:

EPISODE #

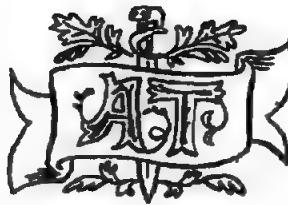
1025/170

Production :

1025/170

Cut

ADVENTURE TIME



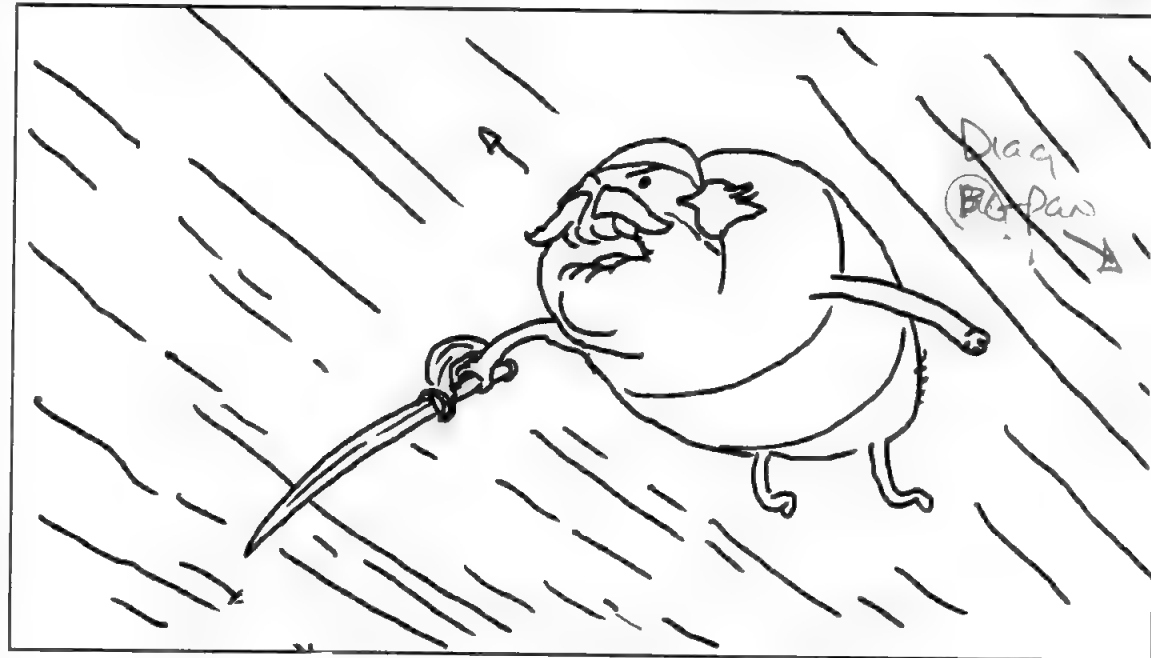
Page 114

Sc. 106

Pnl. A

Bg.

day night

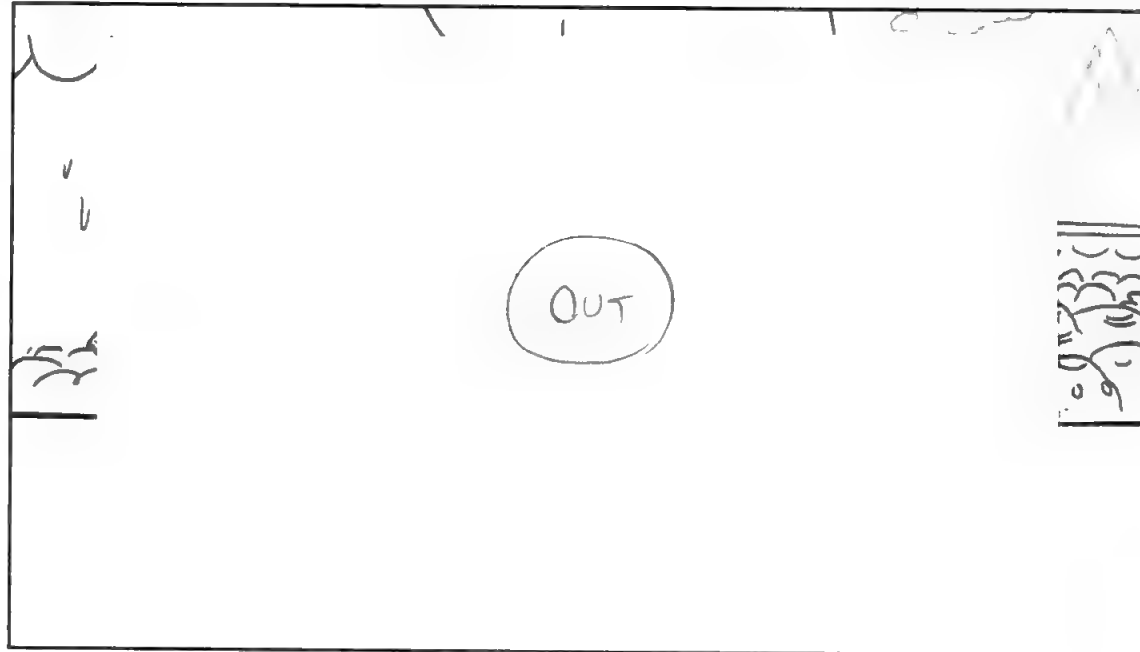


Sc.

Pnl.

Bg.

day night



Dialog:

CCC. Yaaa !!

Action:

Timing:

JAN 3 1 2014

EPISODE #

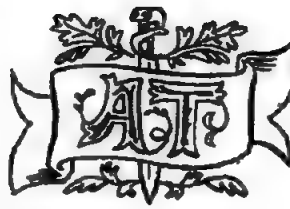
1025/170

Production :

1025/170

1025/170

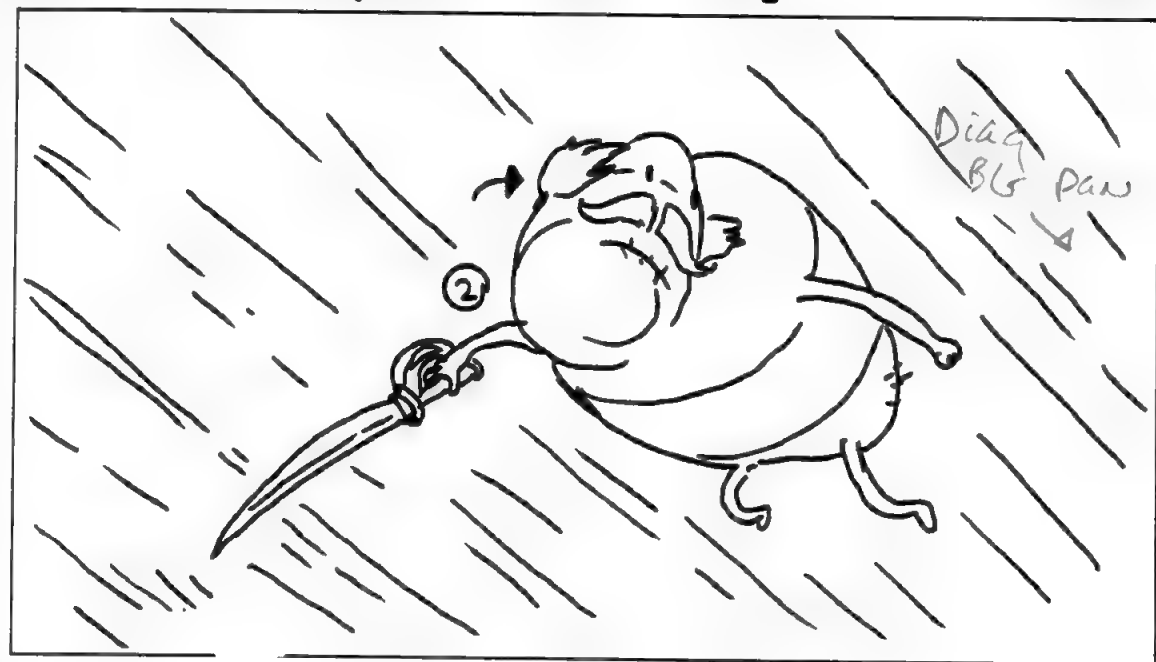
ADVENTURE TIME



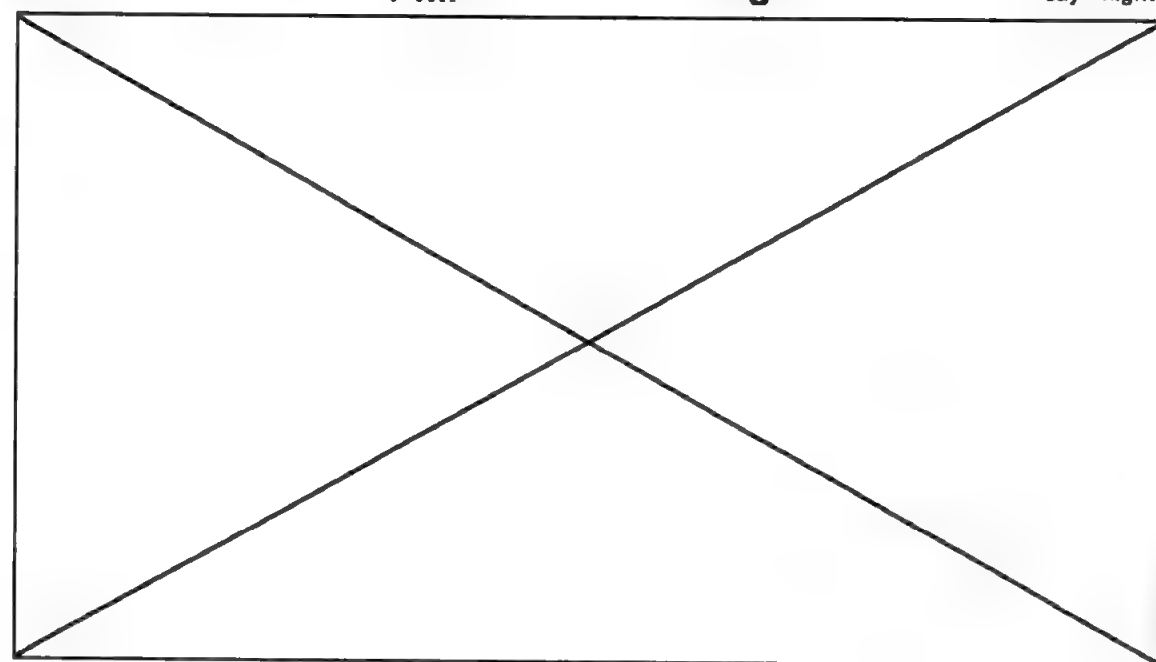
Cut

Page 115

Sc. 106 *cont* Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog: (0/5)

(SFX) / BOOM BOOM BOOM BOOM BOOM

Action:

(CCC) LOOKS
BEHIND,
AFTER THE
BOOMS



JAN 3 1 2014

Timing:

EPISODE #
1025/170

Production :

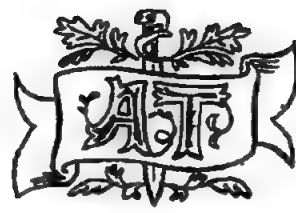
1025/170

1025/170

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Cut

ADVENTURE TIME



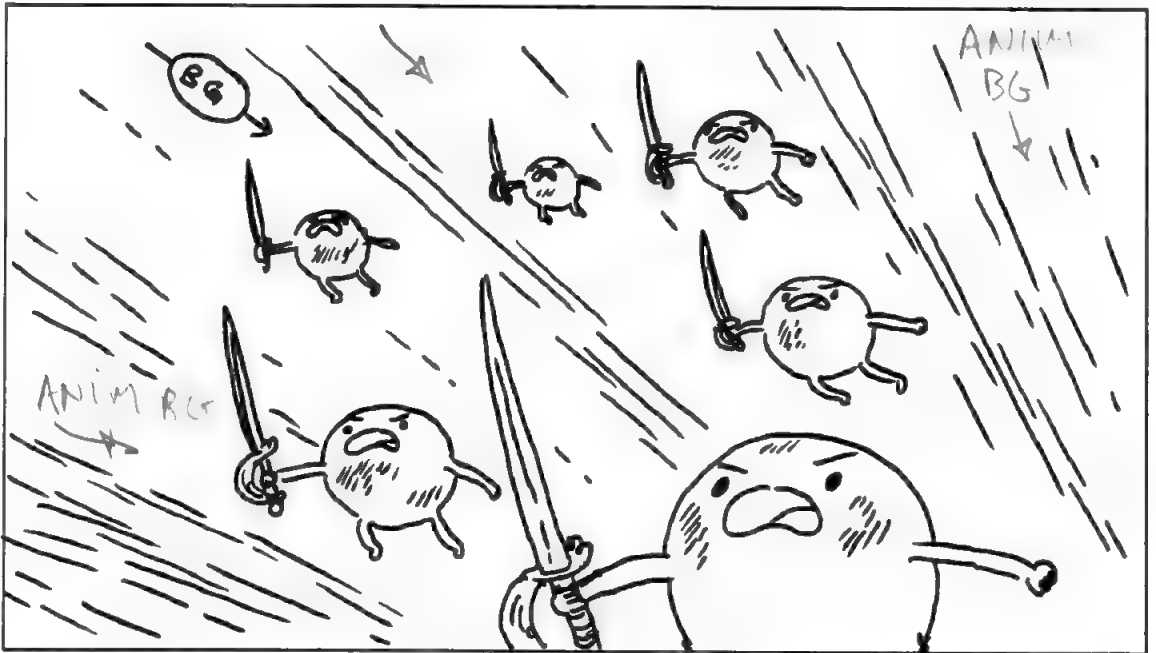
Cut

Sc. 107

Pnl. A

Bg.

day night

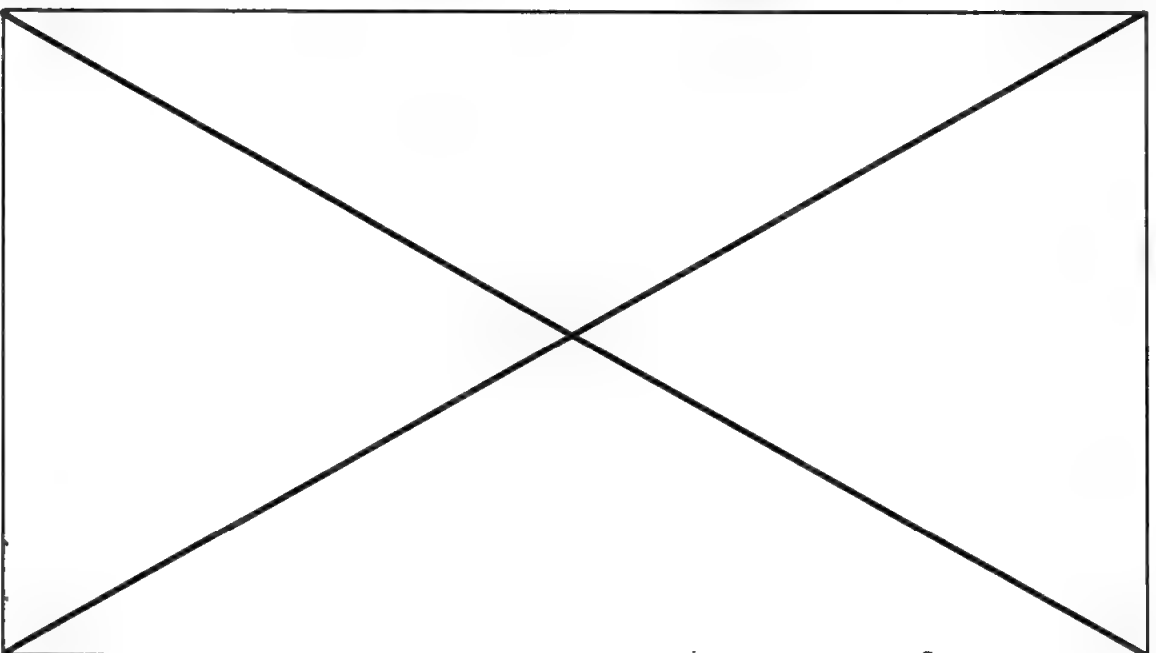


Sc.

Pnl.

Bg.

day night



Dialog:	<div>CANDY SOLDIERS / [Walla]</div>
Action:	
Timing:	

JAN 31 2014

EPISODE #

1025/170

Production :

1025/170

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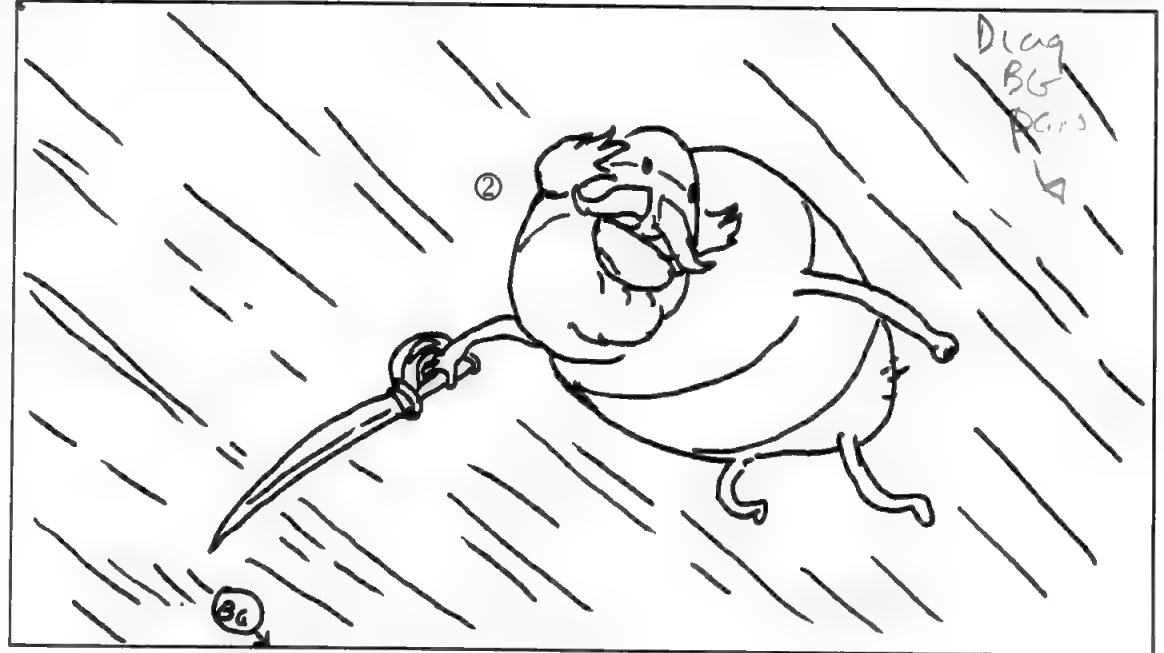
1025/170

Cut

ADVENTURE TIME



Sc. 108 Pnl. A Bg. day night



Sc. 108 ~~CUT~~ Pnl. B Bg. day night



Cut

Dialog:	(ccc) / HAH HA!!	(ccc) / FOR THE KINGDOM!!!
Action:		
Timing:	AI ①	JAN 31 2014

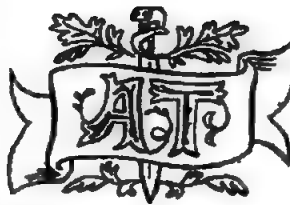
EPISODE #

1025/170

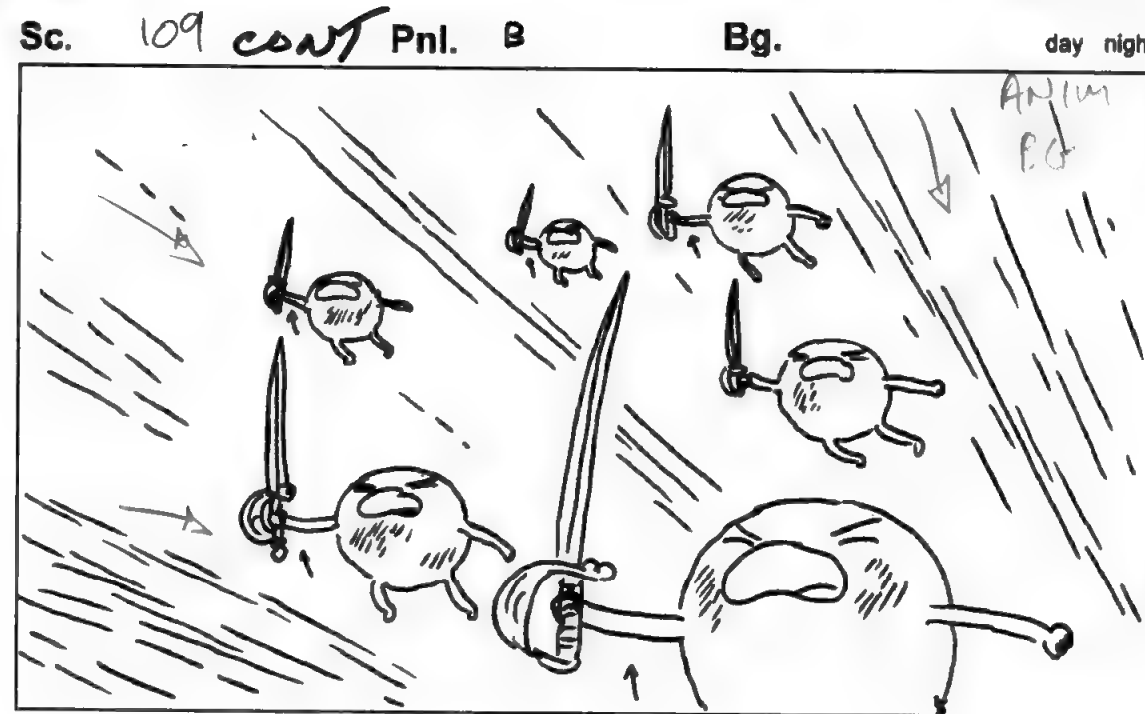
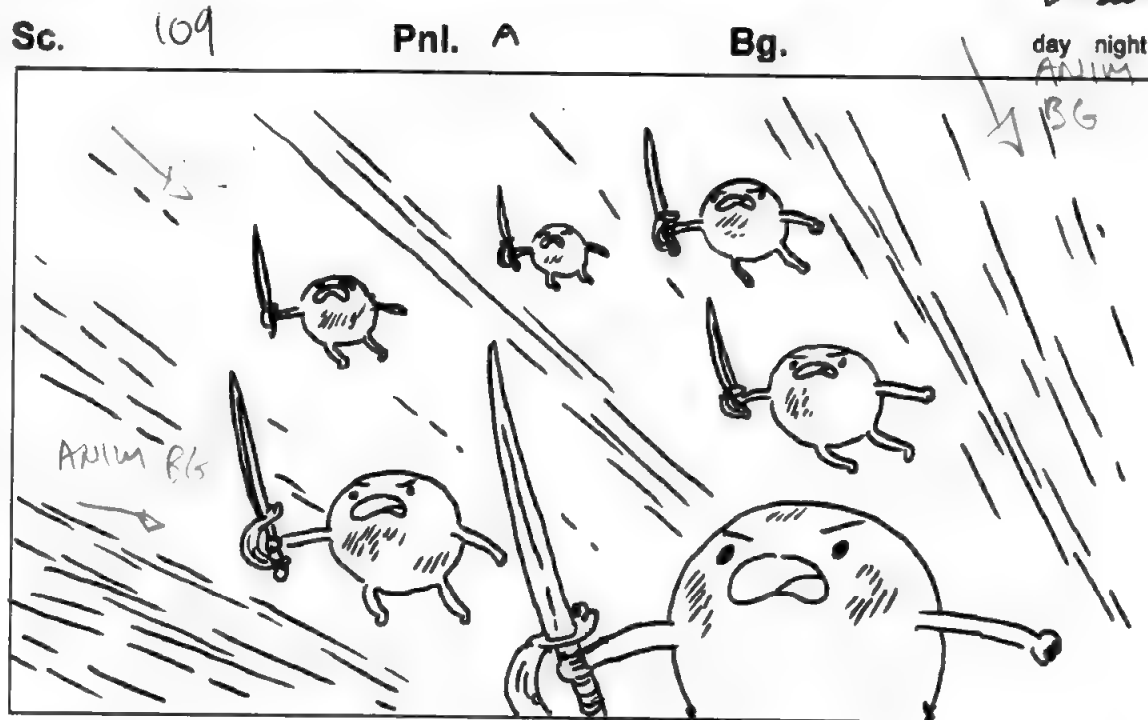
Production :

1025/170

ADVENTURE TIME



Page 118



Dialog:	CANDY SOLDIERS / FOR THE K-	
Action:		
Timing:	JAN 31 2014	

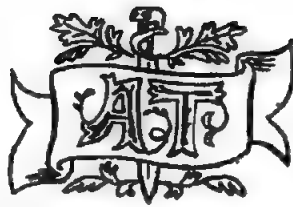
EPISODE #

1025/170

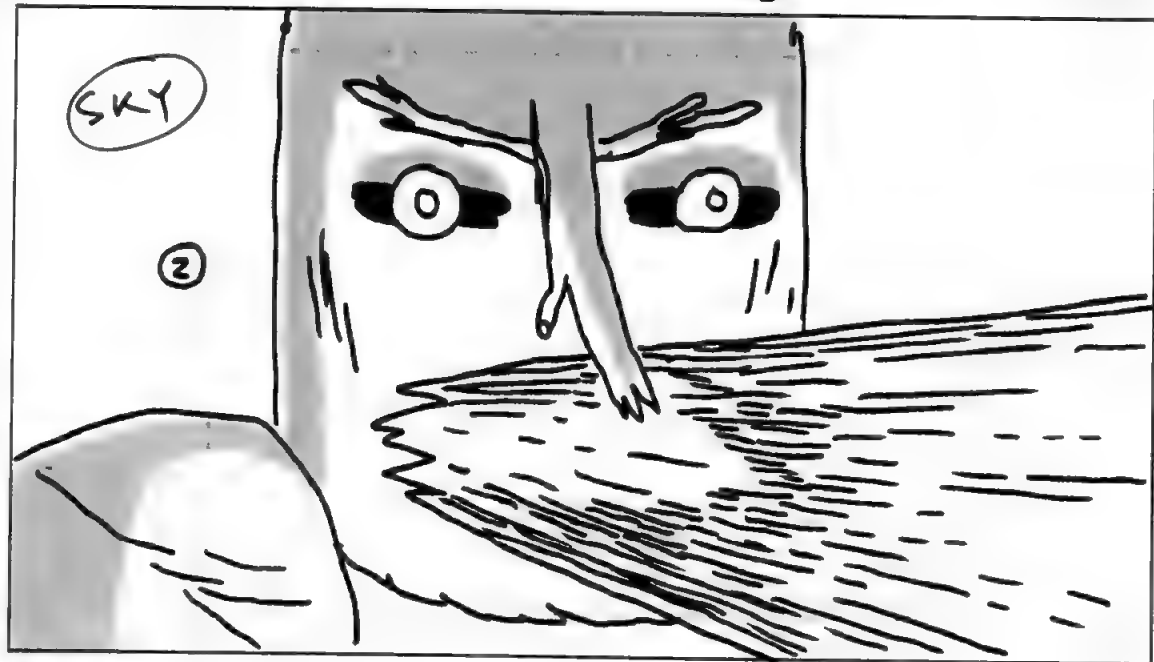
Production :

1025/170

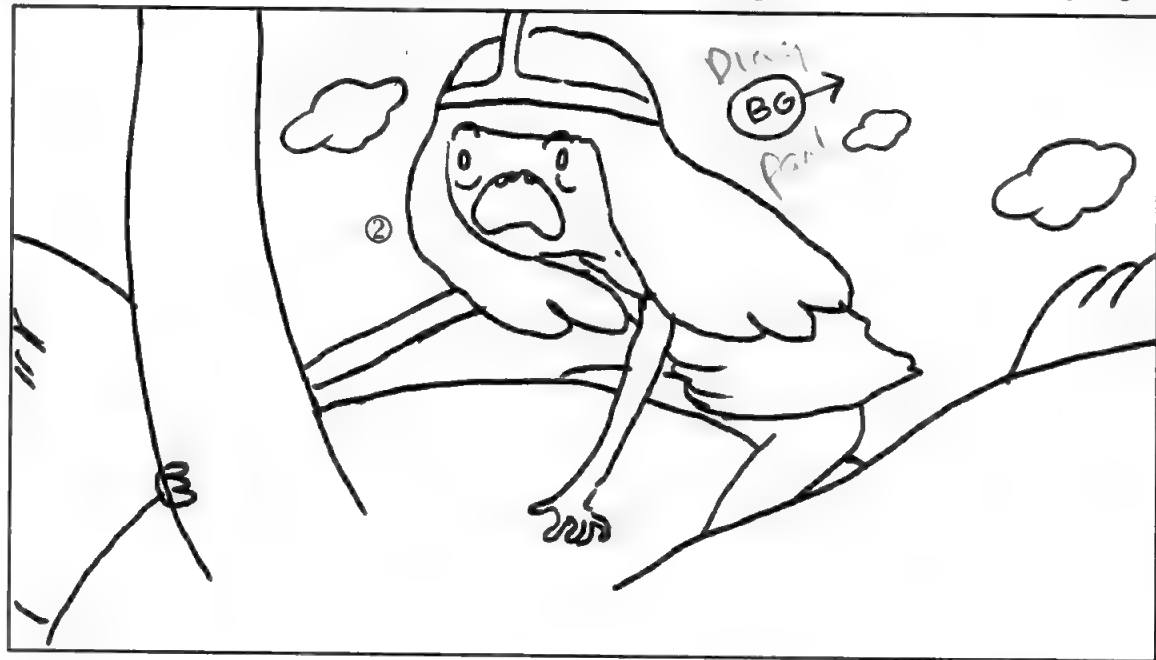
ADVENTURE TIME



Sc. 110 Pnl. A Bg. day night



Sc. 111 Pnl. A Bg. day night



Dialog:

(DARREN) / ZOMM

(PB) / Oh Zang!!!

Action:

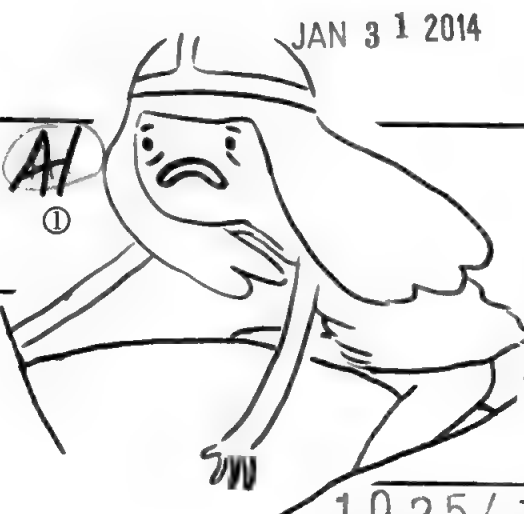
(AD)

(1)

Timing:



- DARREN FIRES ENERGY BLAST.



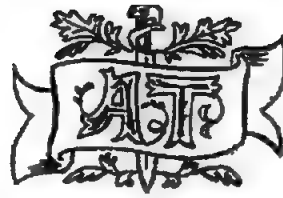
EPISODE #

1025/170

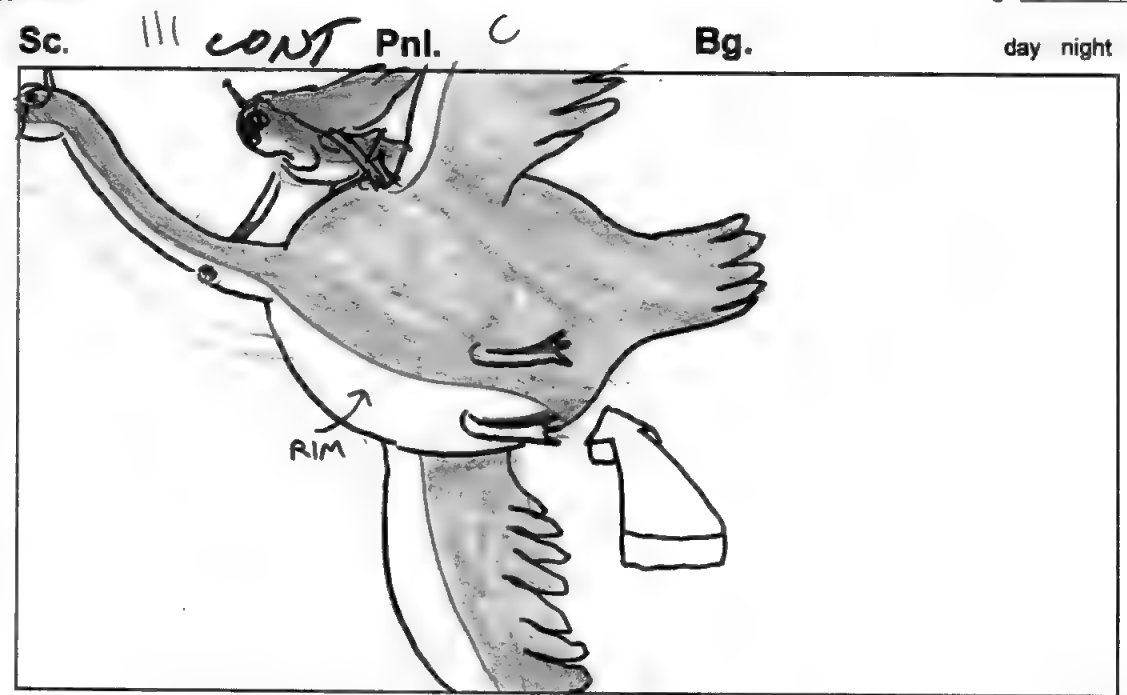
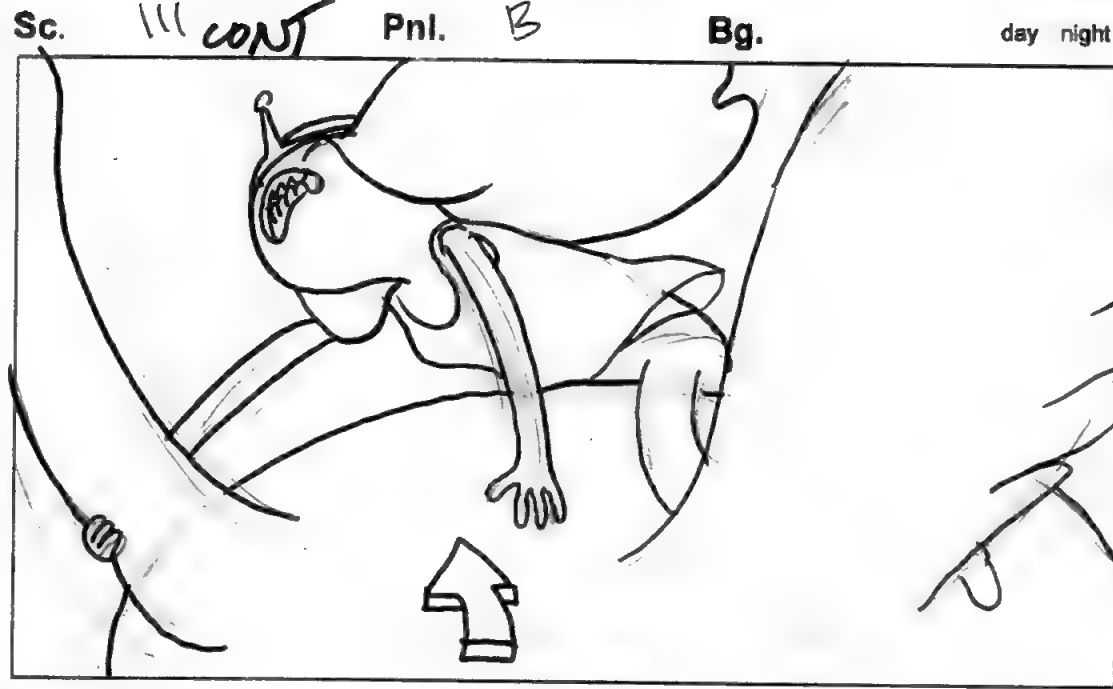
Production :

1025/170

ADVENTURE TIME



Page 120



Dialog:	PB/ RAARGH —————→
Action:	- PB + SWAN VEER OUT OF THE WAY OF BLAST.
Timing:	JAN 31 2014

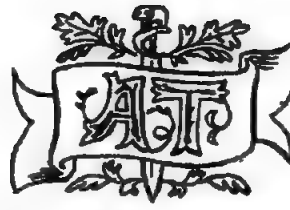
EPISODE #

Production :

1025/170

1025/170

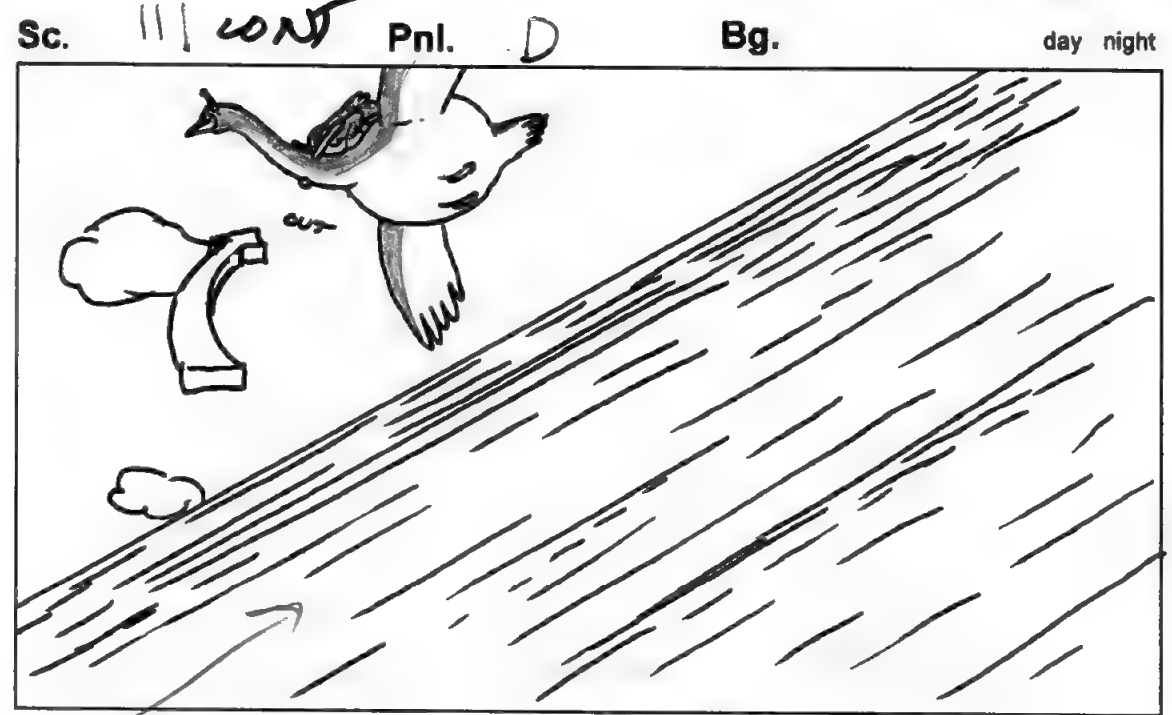
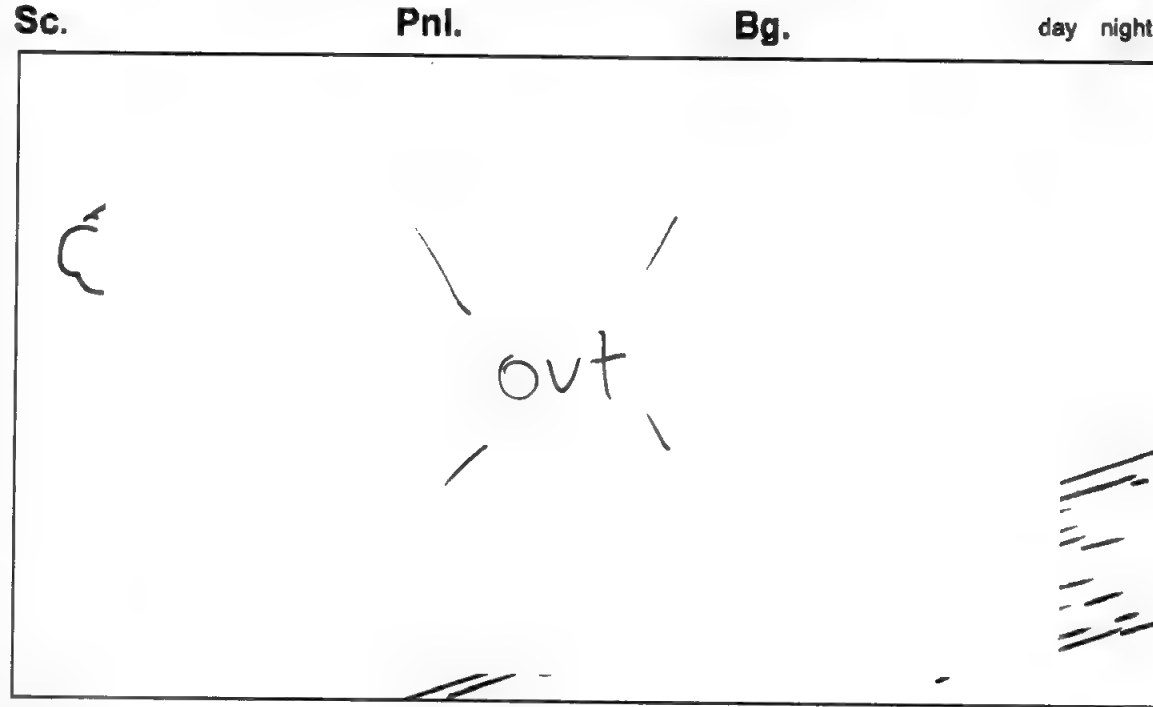
ADVENTURE TIME



NO SC
112

Page 121

67



Dialog:	
Action:	SFX: ZOMMM
Timing:	JAN 3 1 2014

EPISODE #
1025/170

Production :

1025/170

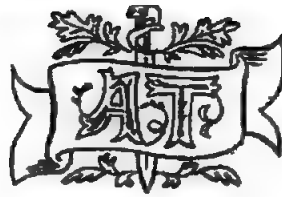
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1025/170

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1025/170

ADVENTURE TIME

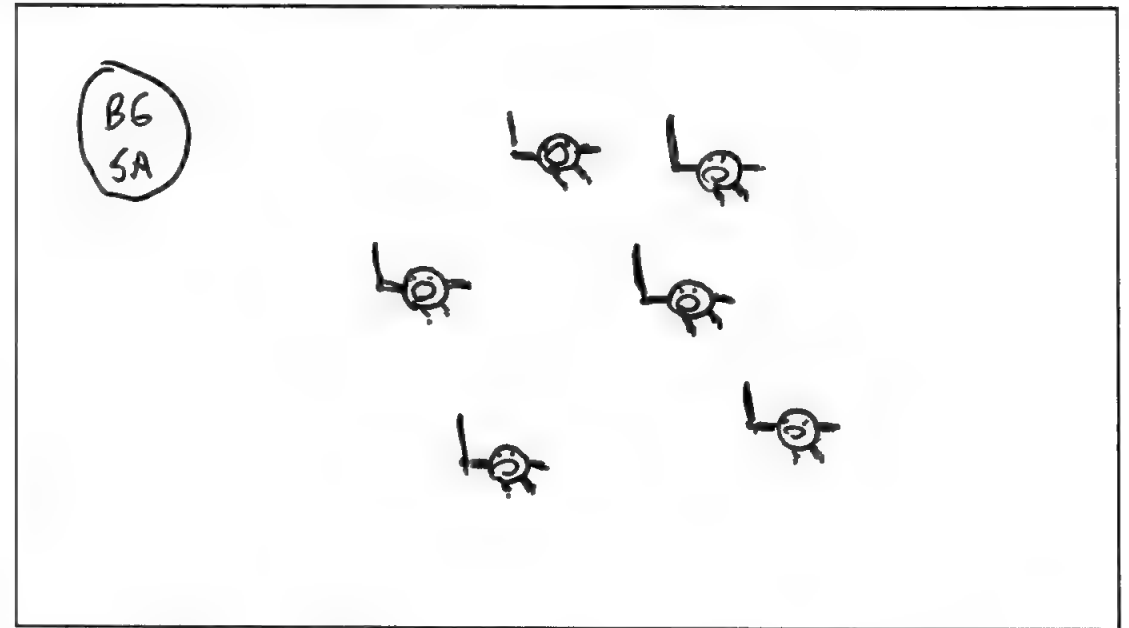


Page 122

Sc. 113 Pnl. A Bg. day night



Sc. 113 ~~cont~~ Pnl. B Bg. day night



Dialog:

candy soldiers / - NGDOM - - - - - !

Candy soldiers (green) Told
Candy

Action:

- CCC PROPS OFF/S.

JAN 31 2014

Timing:

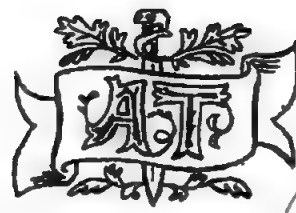
EPISODE #

1025-170

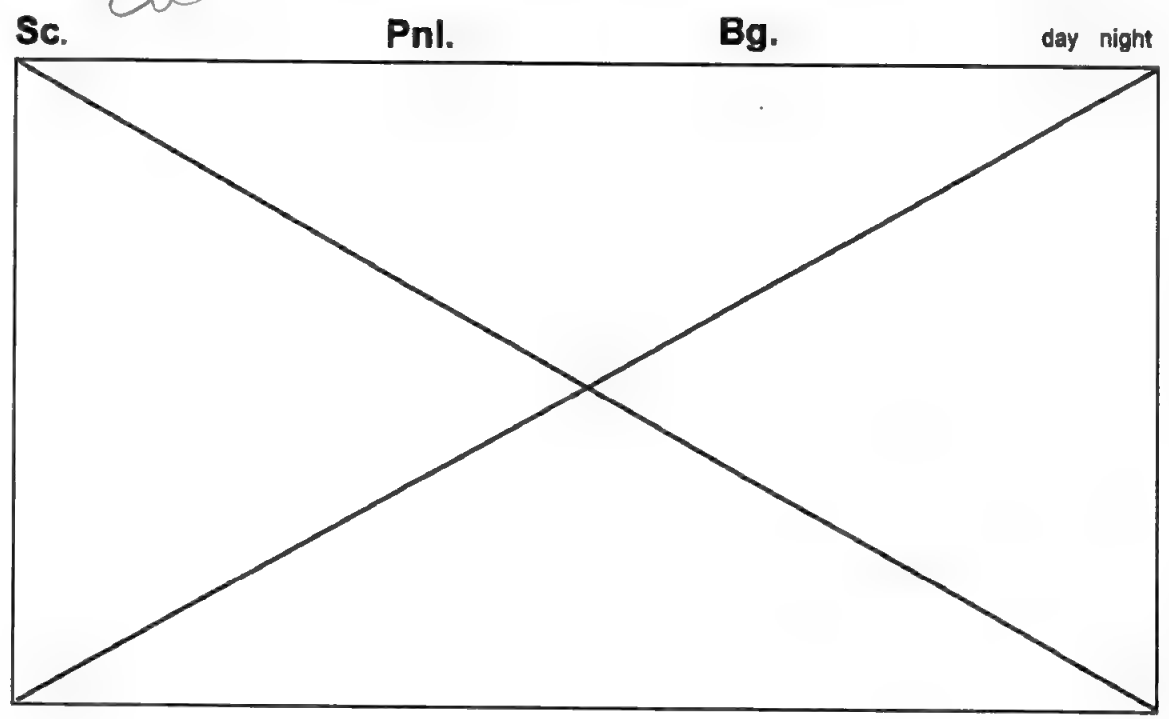
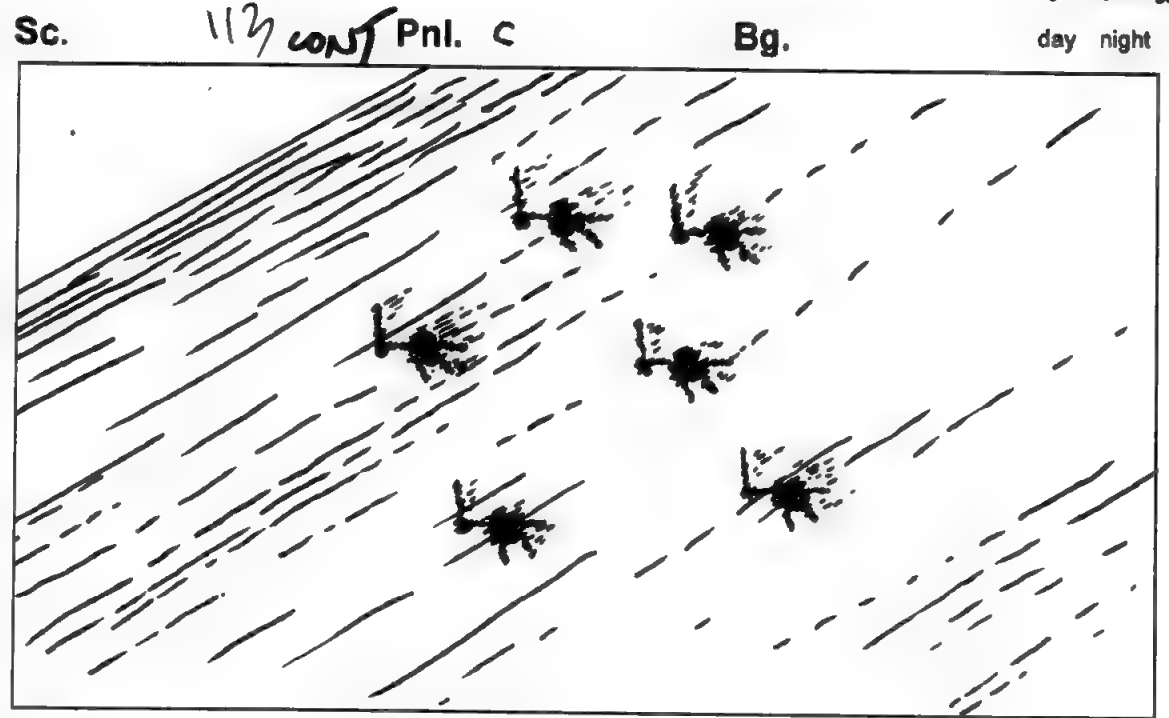
Production :

1025/170

ADVENTURE TIME



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Dialog:
<u>SFX:</u> * ZOMMM _____
Action:
- BLAST CONSUMES SOLDIERS.
Timing:

JAN 31 2014

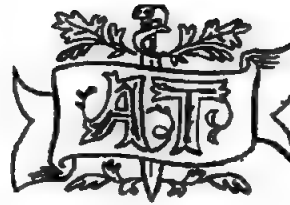
EPISODE # 1025-170

Production :

1025/170

1025/170
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ADVENTURE TIME

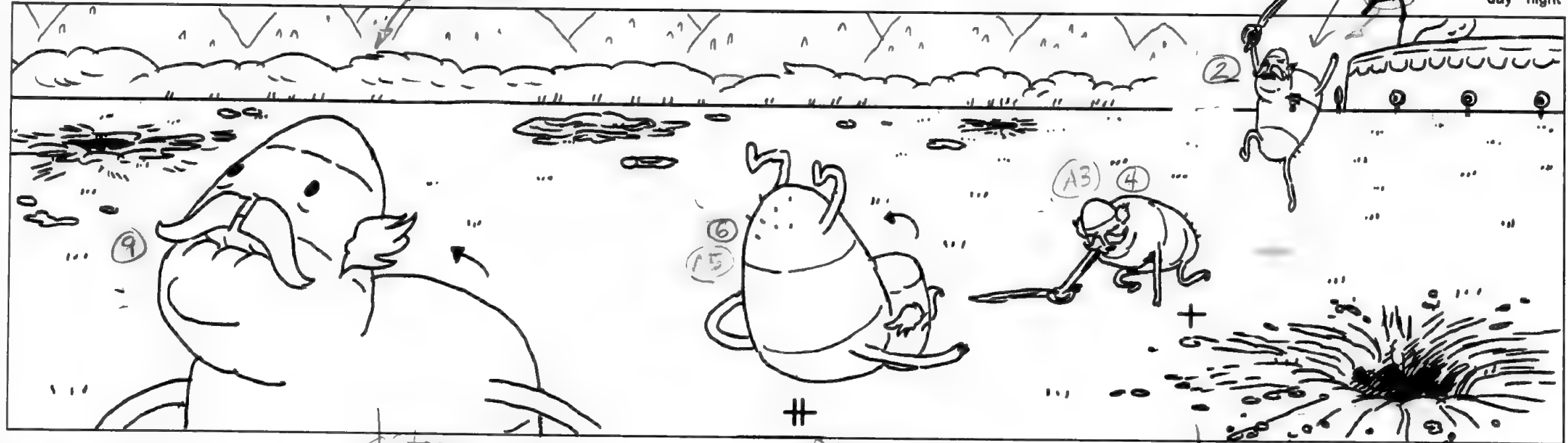


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Art

Sc. 114 Pnl. Bg.

day night



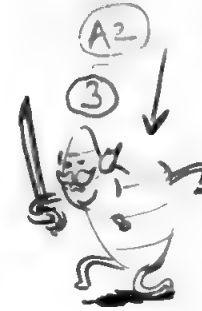
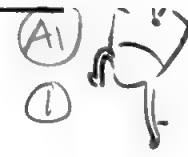
Dialog:

Action:

C.C.C. LANDS - ON GROUND,

Timing:

JAN 31 2014



ROLLS AND RECOVERS - PAN W/ CCC.



EPISODE # 1025-170

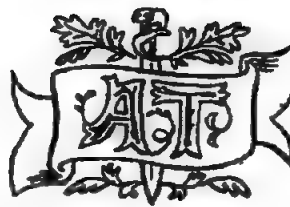
Production :

1025/170

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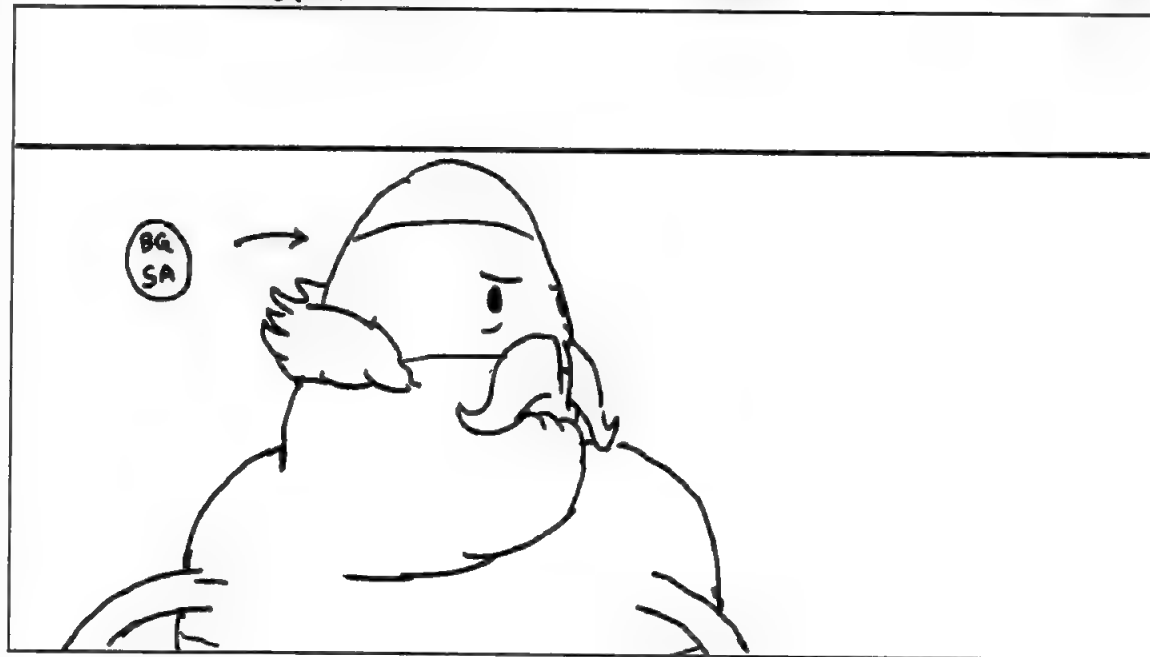
1025/170

ADVENTURE TIME

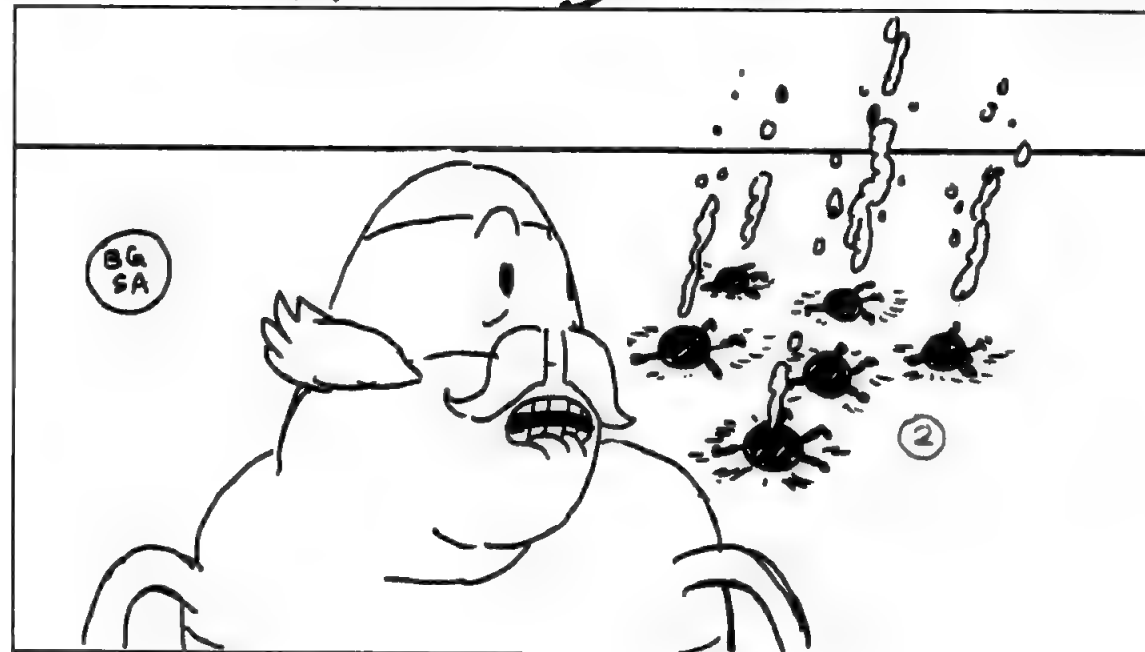


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Sc. 114 CONT Pnl. C Bg. day night



Sc. 114 CONT Pnl. D Bg. day night



Dialog:

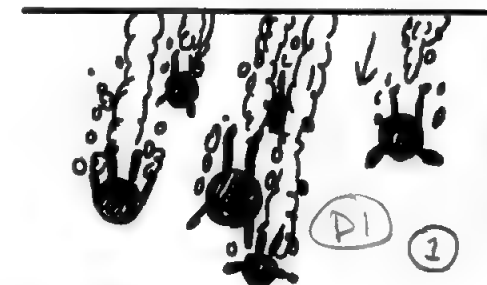
JAN 3 1 2014

Action:

- CCC LOOKS BACK.

-BLASTED CANDY SOLDIERS FALL ONLS

Timing:



Cut

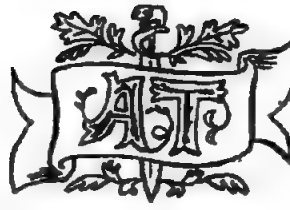
1025-170

EPISODE #

Production :

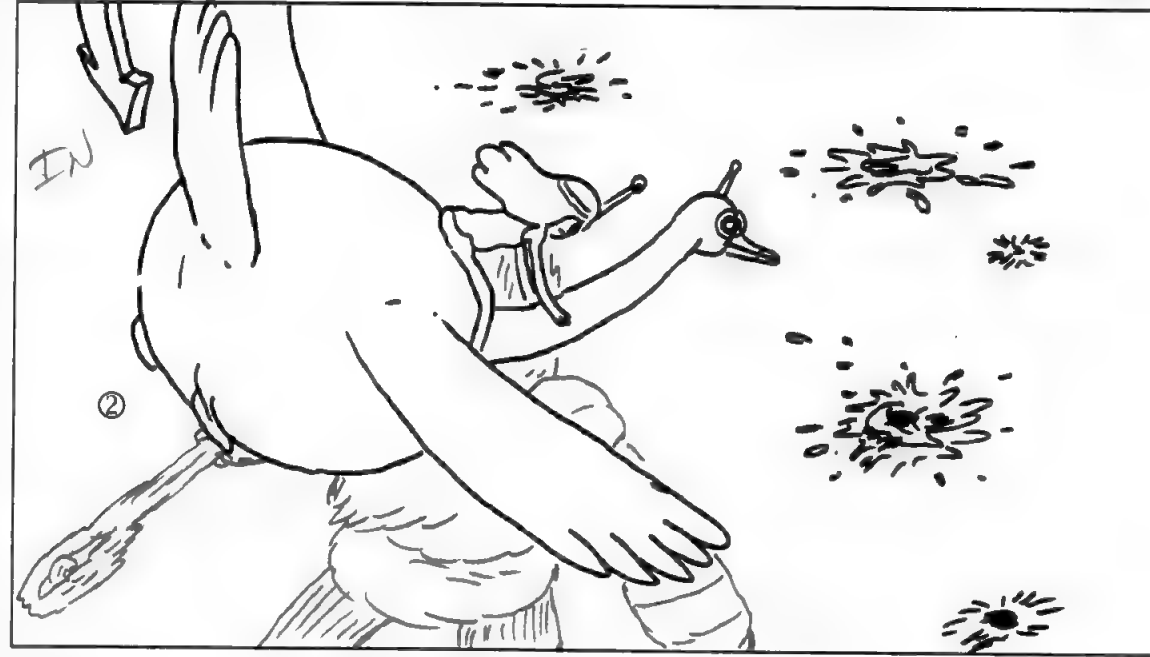
1025/170

ADVENTURE TIME

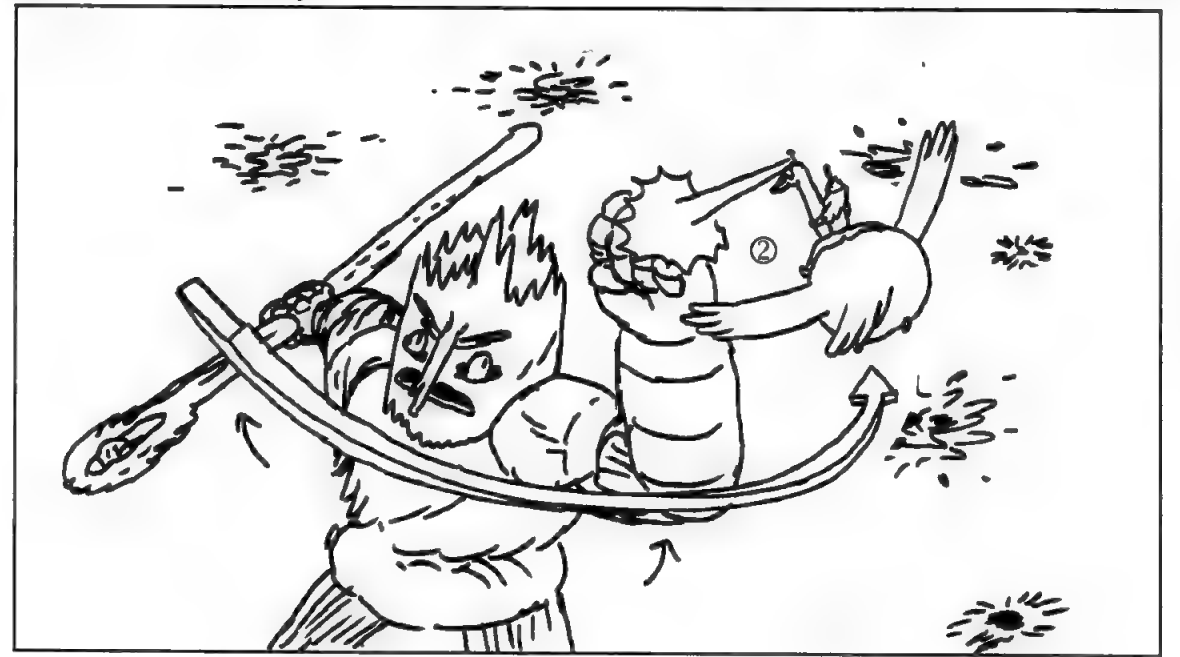


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Sc. 115 Pnl. A Bg. day night



Sc. 115 CONT Pnl. B Bg. day night

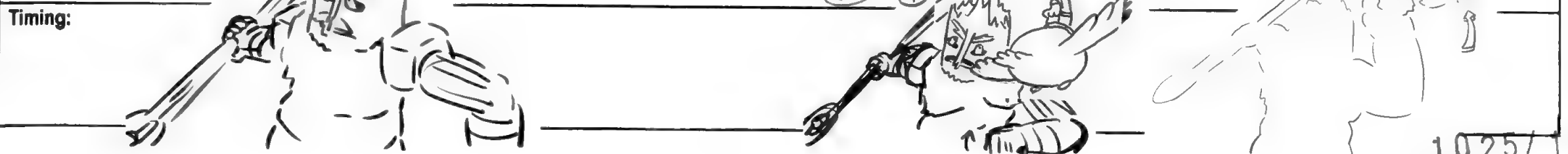


Dialog:

JAN 3 1 2014

Action:

Timing:



EPISODE # 1025-170

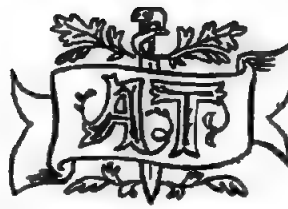
Production :

1025/170

1025/170

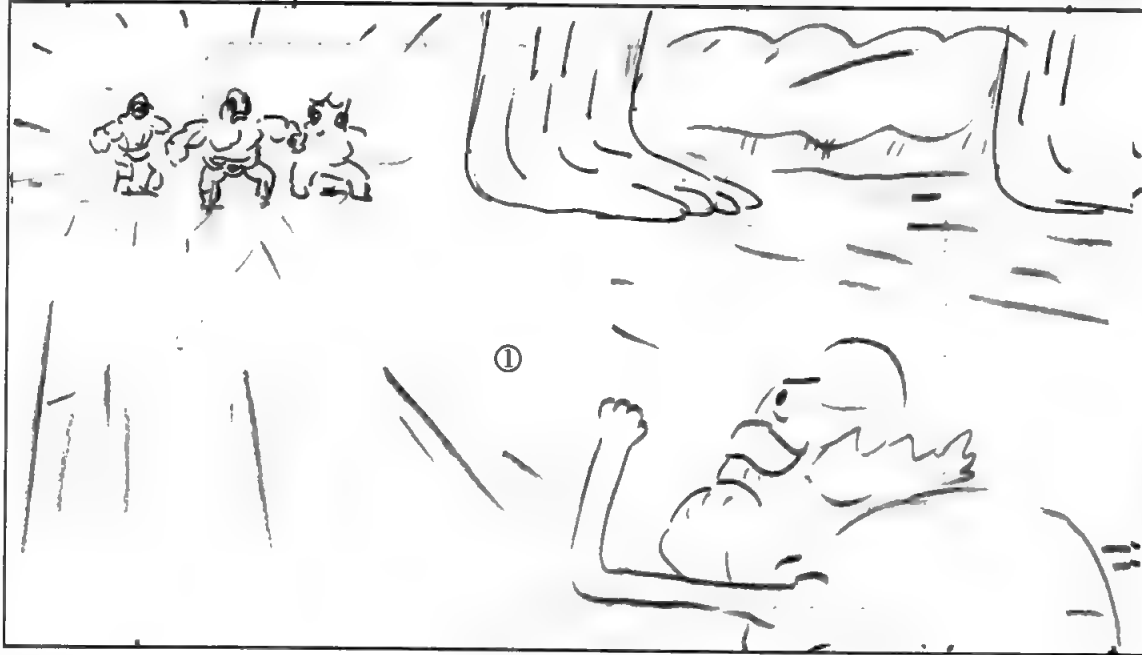
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ADVENTURE TIME



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Sc. 114 Pnl. A Bg. day night



Sc. 114 CONT Pnl. B Bg. day night



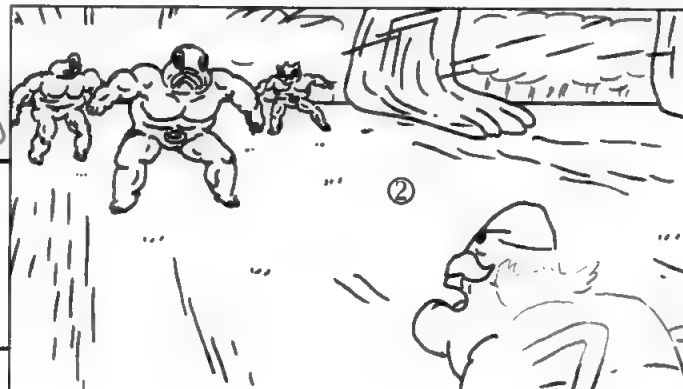
Dialog:

Muscleman Mutants/ [grunts and fighting Walla]
CCC/ [Fighting Walla]

Action:

-CCC CHARGES MUSCLEMAN MUTANTS.

(A)



JAN 31 2014

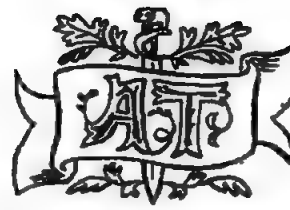
Timing:

EPISODE # 1025-170

Production :

1025/170

ADVENTURE TIME



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Sc. 11c CONT Pnl. 2 Bg. day night



Sc. 11c CONT Pnl. Bg. day night



Dialog:	Muscleman Mutants/ [grunts and fighting Walla] CCC/ [Fighting Walla]
Action:	
Timing:	



1025-170

EPISODE #

Production :

JAN 31 2014

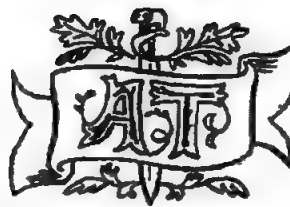
S/A C

1025/170

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Hu
Cust

ADVENTURE TIME



Sc. 116A .

Pnl. .

B

Bg.

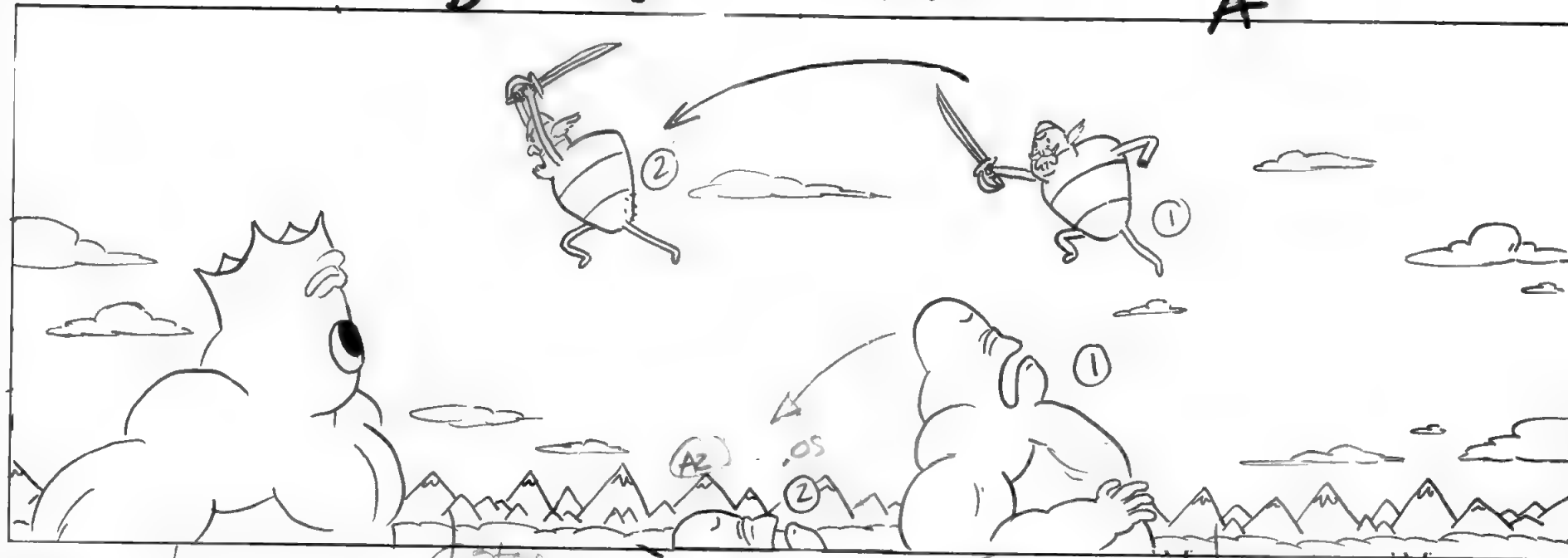
day night

A

Hu
Cust

Page 129

129A NEXT



Dialog:

#2

Muscleman Mutants/ [grunts and fighting Walla]
CCC/ [Fighting Walla]

pan w/ Action

Action:

Timing:

JAN 31 2014

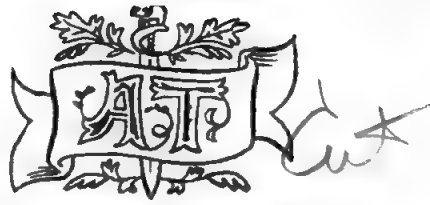
1025-170

EPISODE #

Production :

1025/170

ADVENTURE TIME



Sc. 116B

Pnl.A

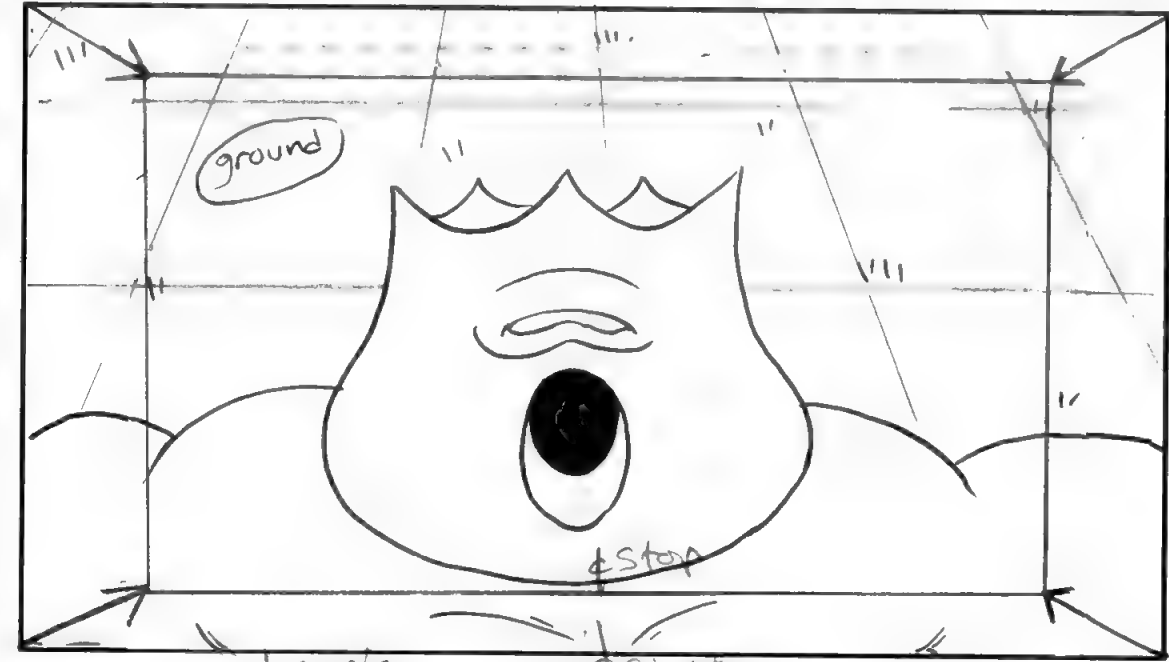
Bg.

day night

Sc. 116C

Bg.

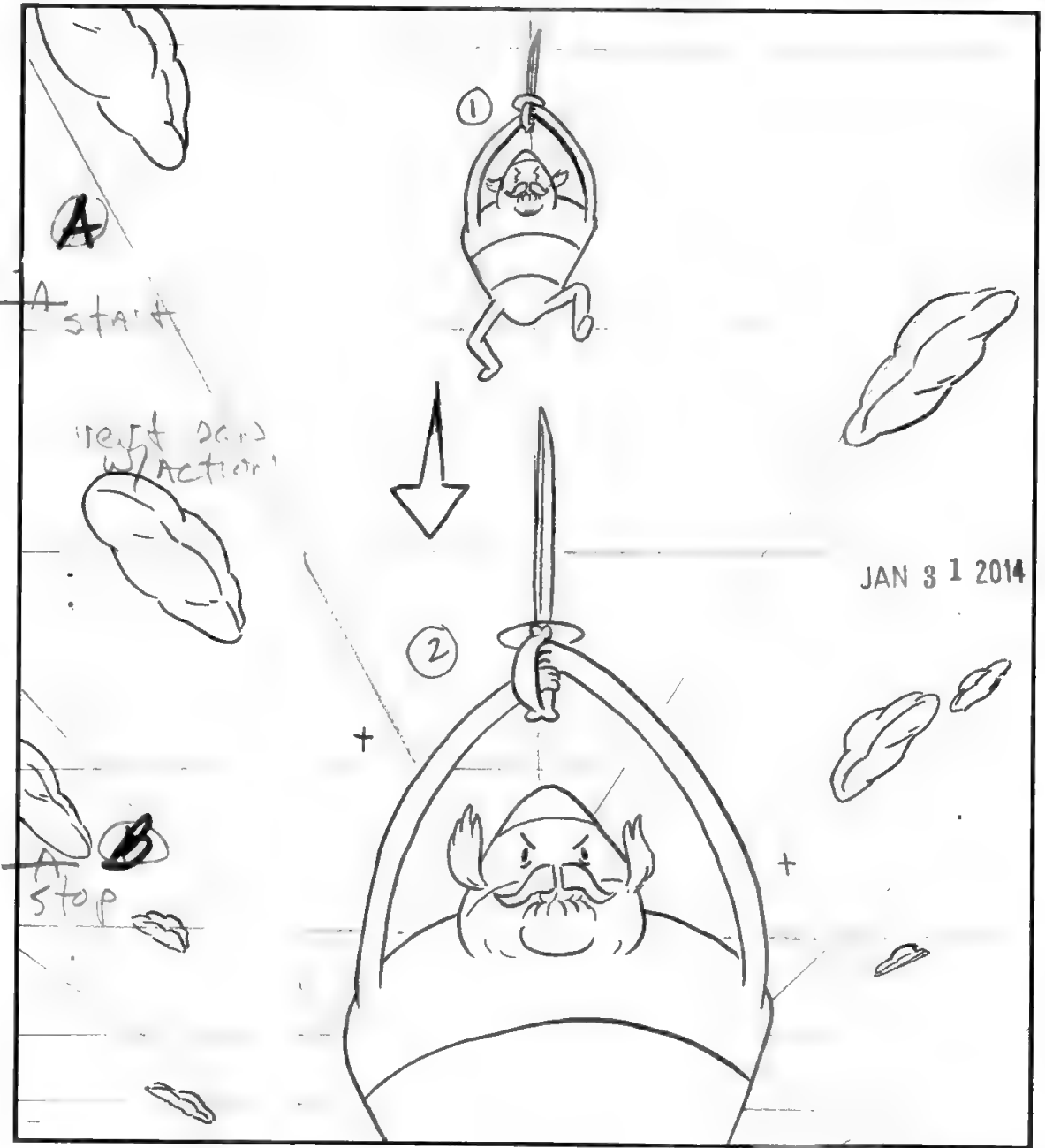
Page 129A
1290 Next
day night



Dialog:

Action:

Timing:



EPISODE # 1025-170

Production:

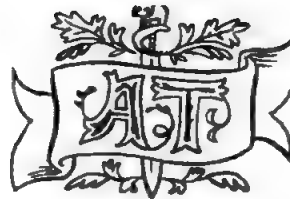
1025/170

1025/170

1025/170

Cut

ADVENTURE TIME



Page 129B

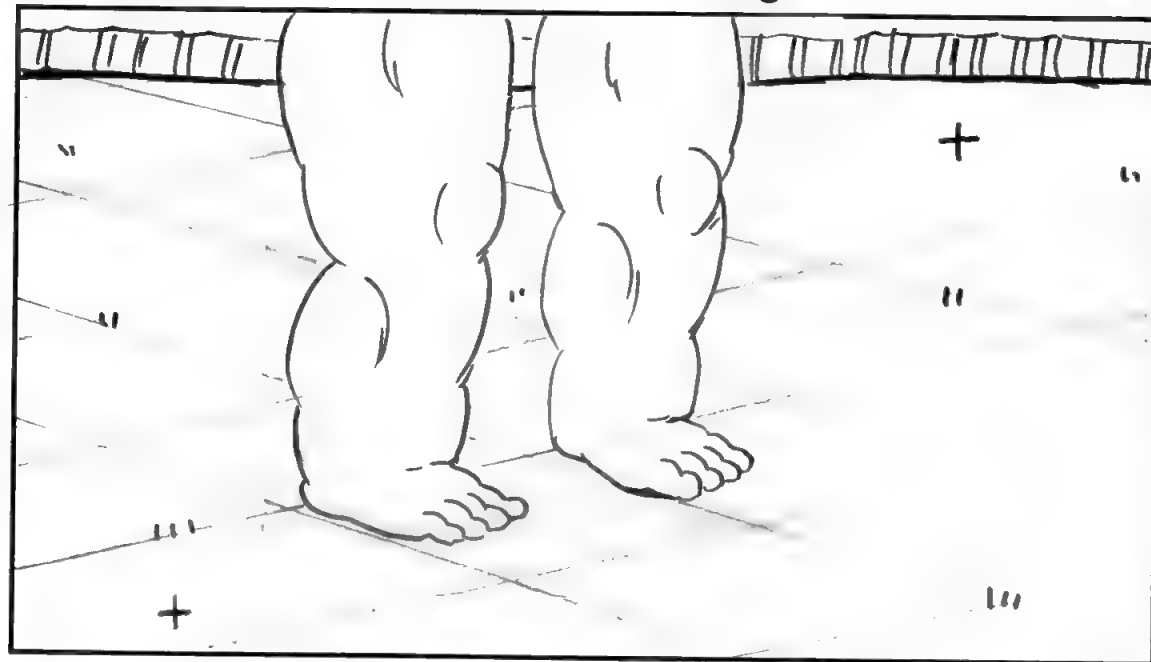
129C NPT
day night

Sc. 116D

Pnl. A

Bg.

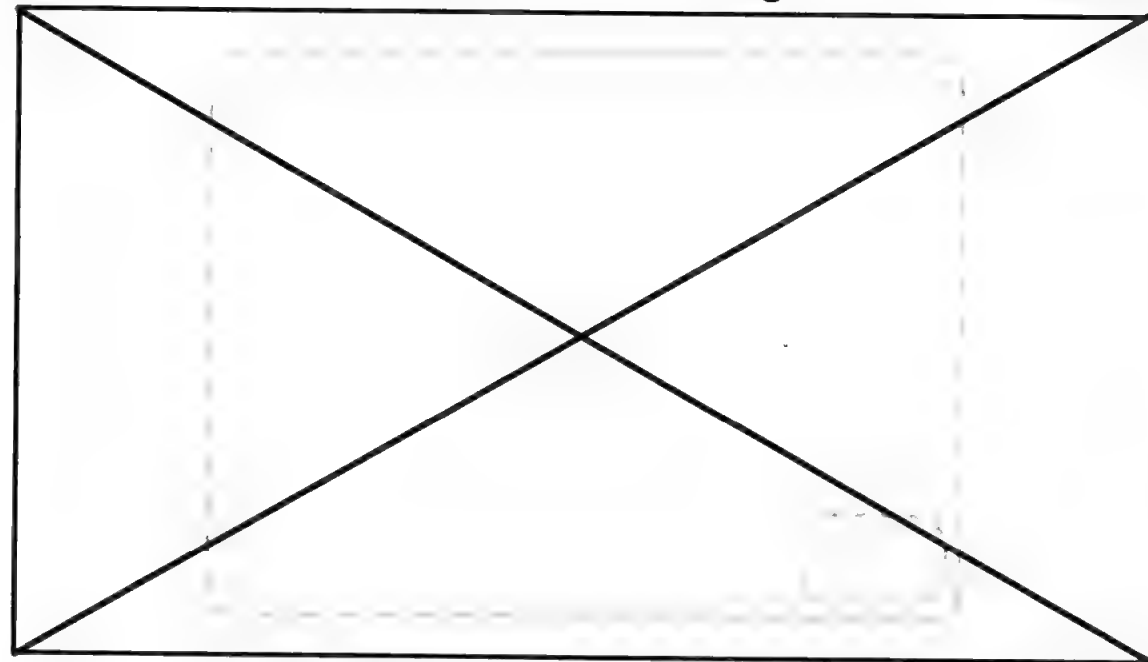
day night



Sc.

Pnl.

Bg.



Dialog:

Action:

Timing:

JAN 3 1 2014

EPISODE # 1025-170

Production:

1025/170

ADVENTURE TIME



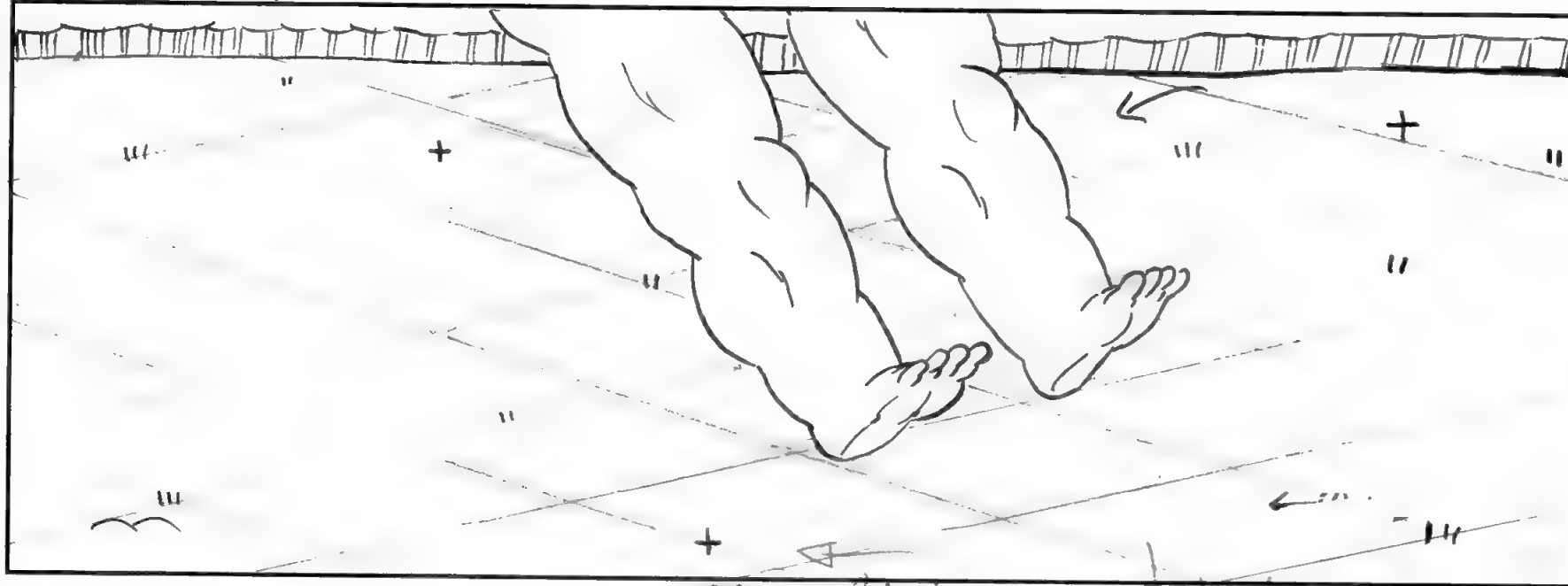
Sc. 116D *cont*

B

day night

Page 129C

129D NEXT



Dialog:

Action:

Timing:

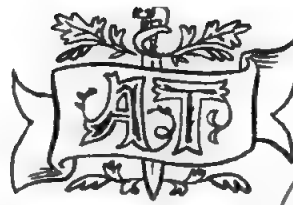
JAN 3 1 2014

EPISODE # 1025-170

Production:

1025/170

ADVENTURE TIME



Sc. 116D

CONT

Pnl. C

Bg.

day night

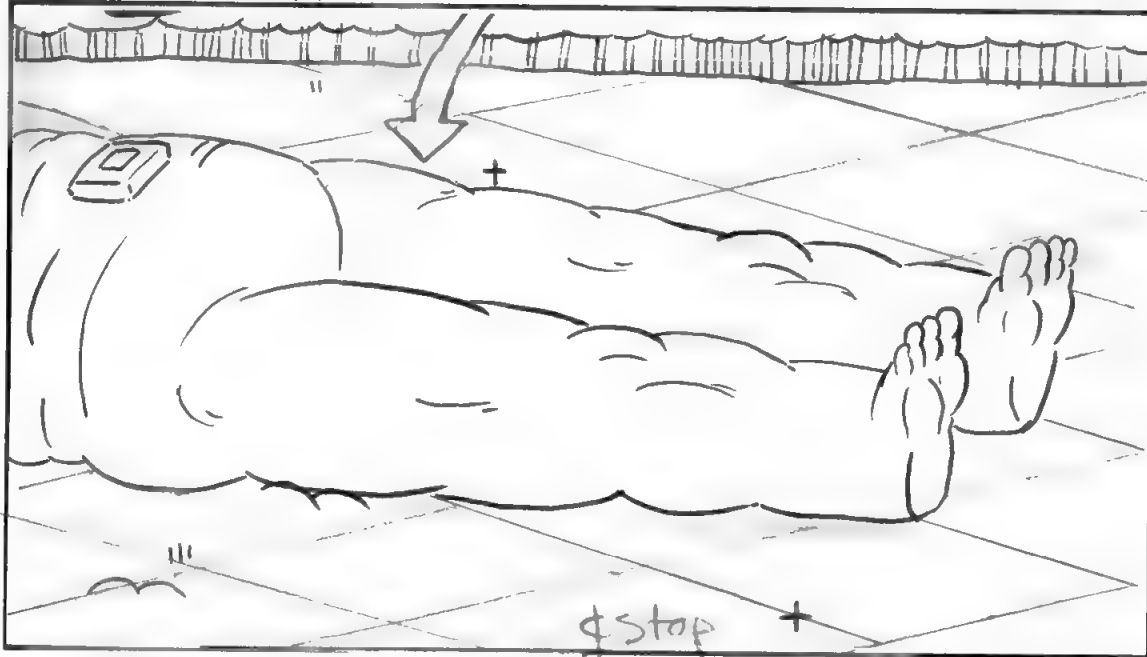
Sc.

Pnl.

Bg.

Page 129D

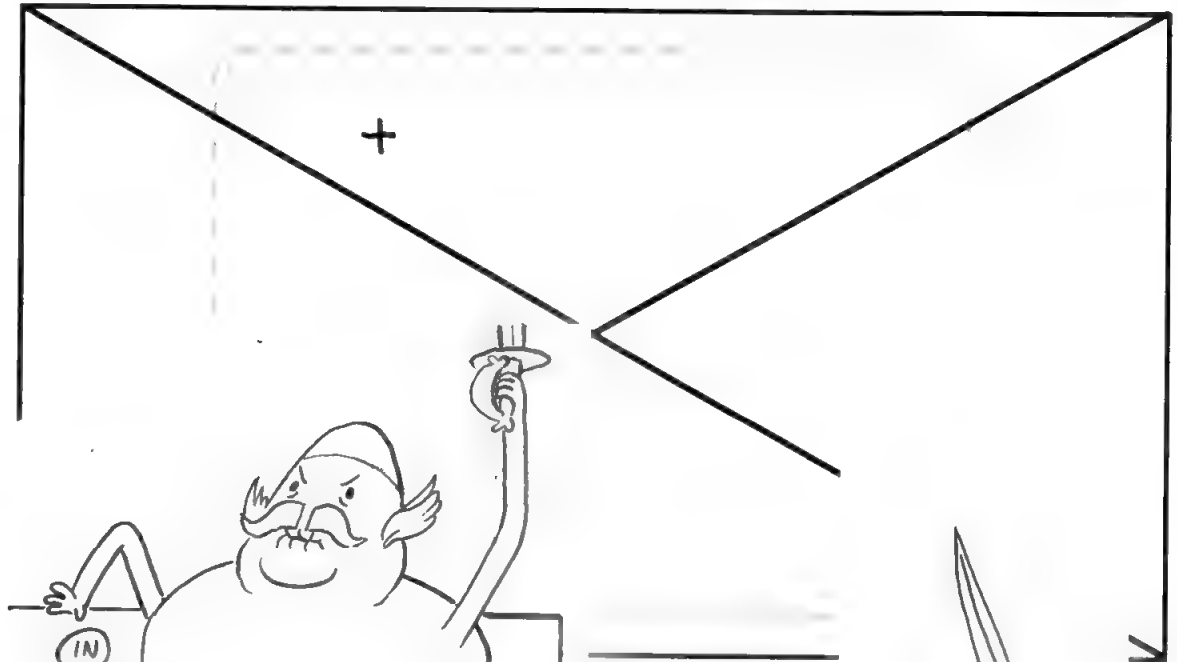
129ENEXT
day night



Dialog:

Cam. shake

+



JUN 6 1 2011

(C2) +

(CCC2)

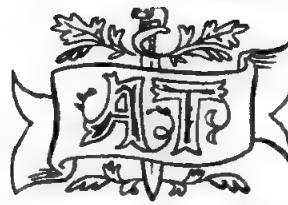
+

EPISODE # 1025-170

1025/170

1025/170

ADVENTURE TIME



Page 129E

12A FINEST
day night

Sc. 117

Pnl. A

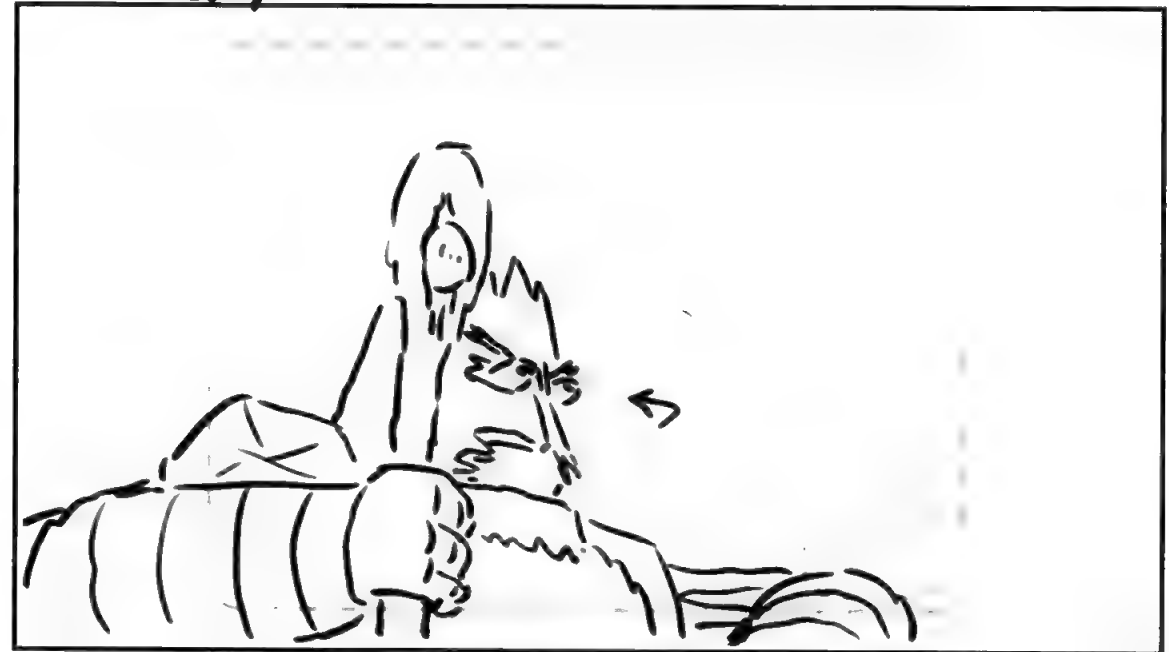
Bg.

day night

Sc. 117 *cont*

Pnl. B

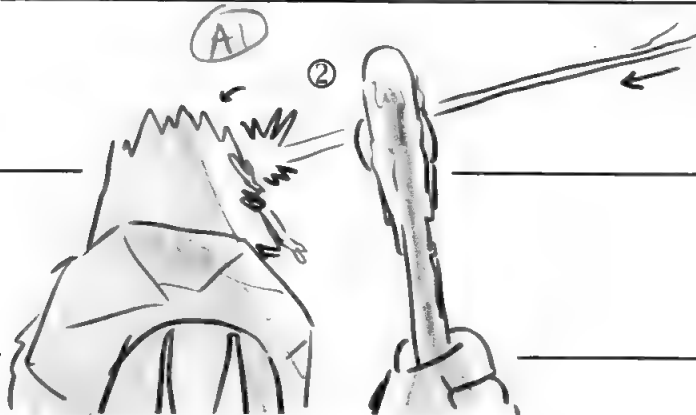
Bg.



Dialog:

Action:

Timing:



JAN 31 2014

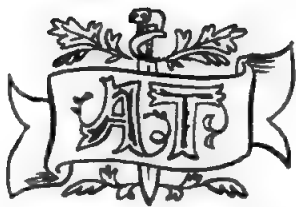
EPISODE # 1025-170

Production:

1025/170

1025/170

ADVENTURE TIME



~~129G~~ NEXT

Sc. 117 *CONT*

Pnl. C

Bg.

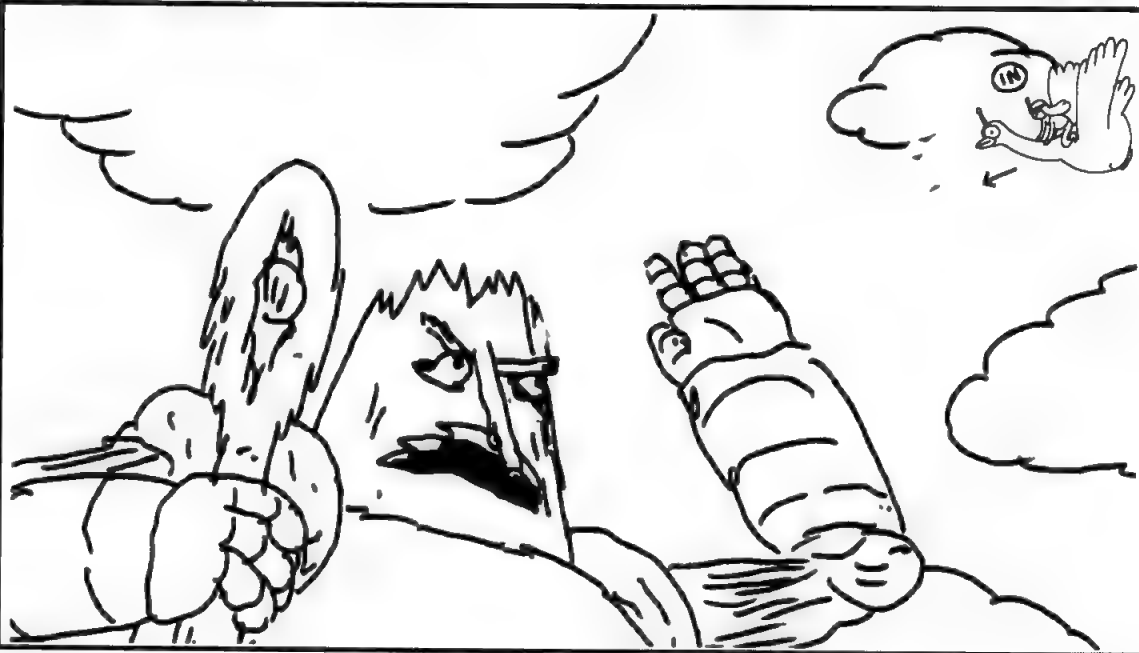
day night

Sc. 117 *CONT*

Pnl. D

Bg.

day night



Dialog:
Action:
Timing:

JAN 3 1 2014

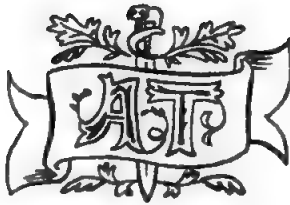
EPISODE # 1025-170

Production:

1025/170

1025/170

ADVENTURE TIME



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130 NEXT

Sc. 117 *CONT*

Pnl. E

Bg.

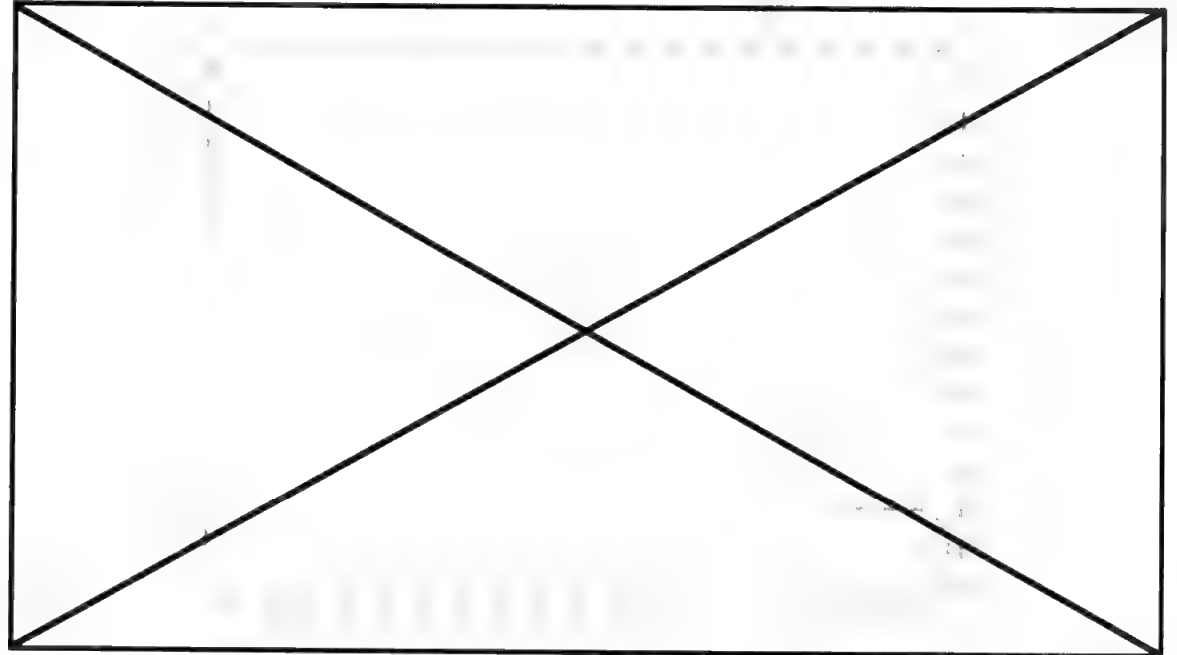
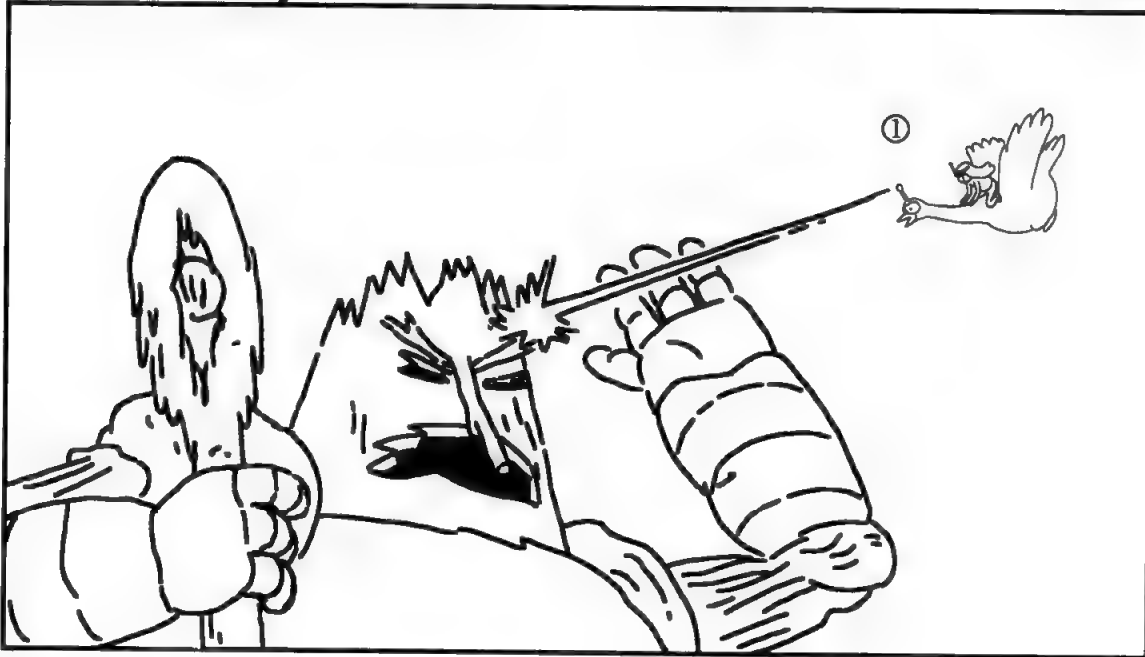
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:



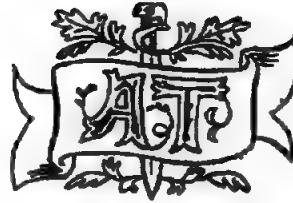
JAN 31 2014

EPISODE # 1025-170

Production:

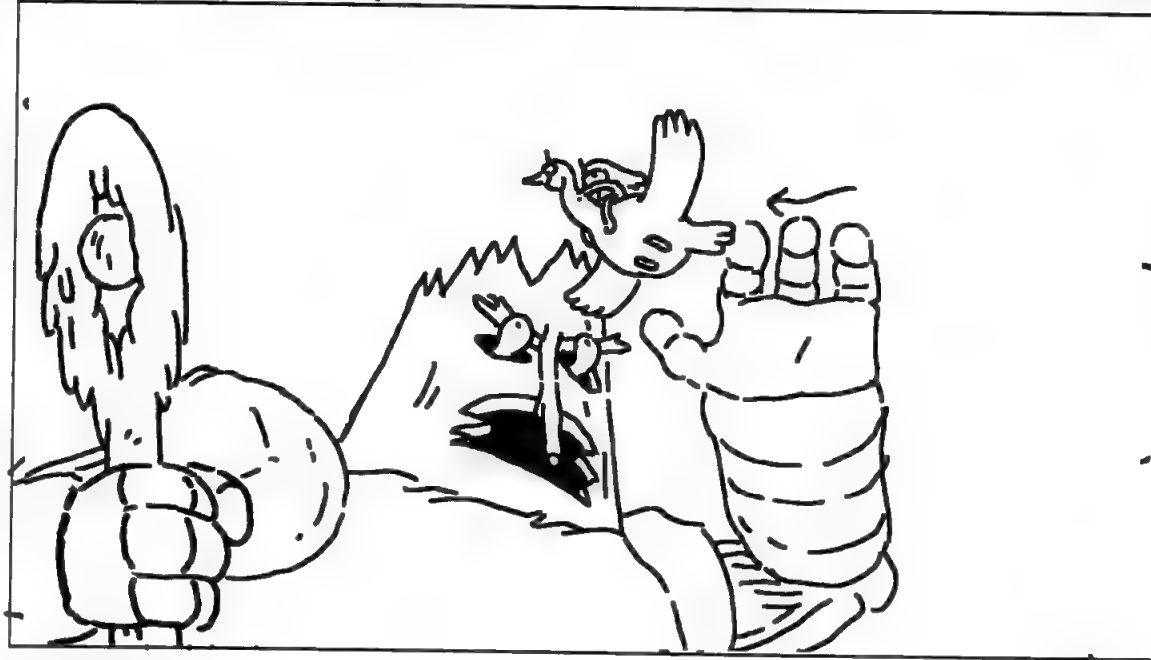
1025/170

ADVENTURE TIME

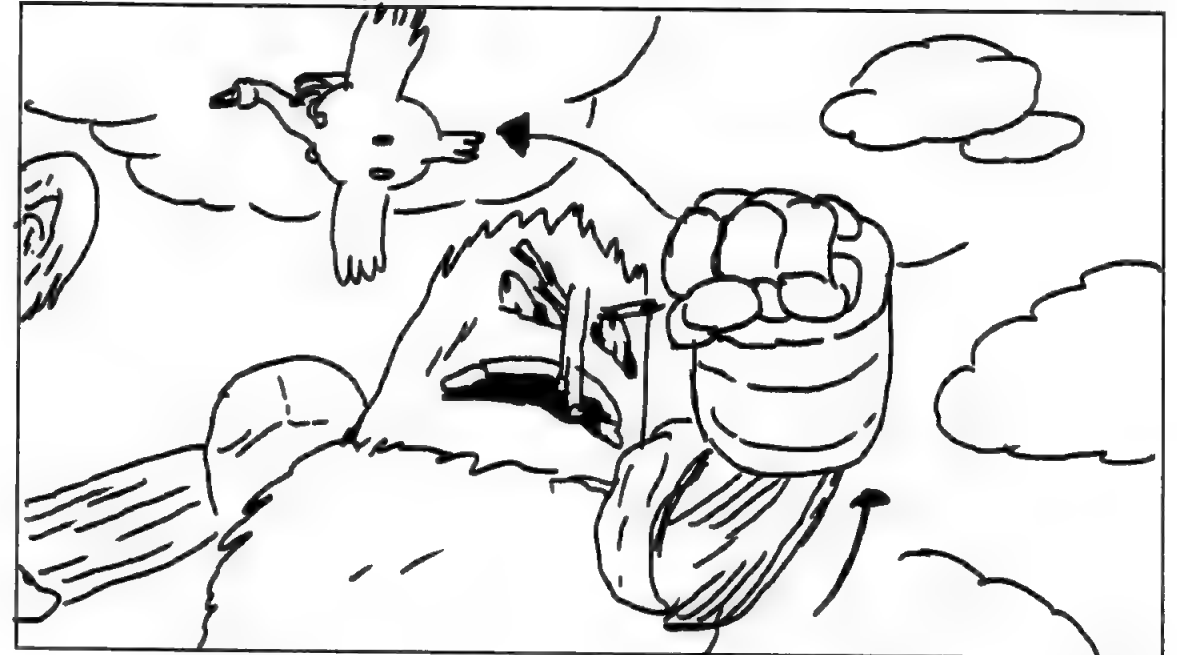


Page 130

Sc. 117 CONT Pnl. F Bg. day night



Sc. 117 CONT Pnl. G Bg. day night



Dialog:

(SFX) ZAP!

DARREN : GRR!

Action:

-SWAN FIRES LASER AT DARREN'S FACE

-SWAN DODGES FIST.

JAN 3 1 2014

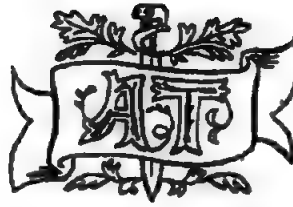
Timing:

1025/170

EPISODE # 1025-170

Production :

ADVENTURE TIME

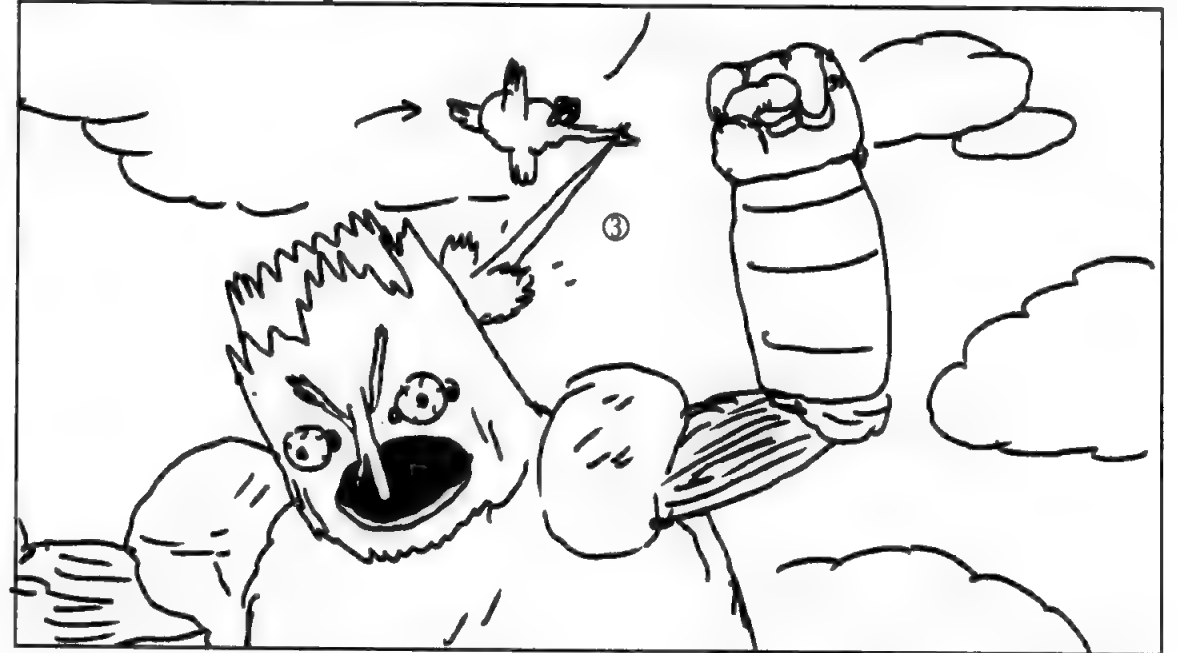


Page 131

Sc. 117 CONT Pnl. H Bg. day night



Sc. 117 CONT Pnl. I Bg. day night



Dialog:

Action:

Timing:



SFX / ZAP!
DARREN / (ROARS) JAN 31 2014



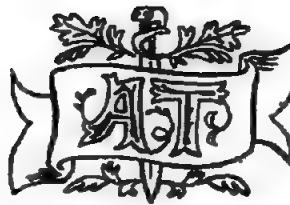
1025-170

EPISODE #

Production :

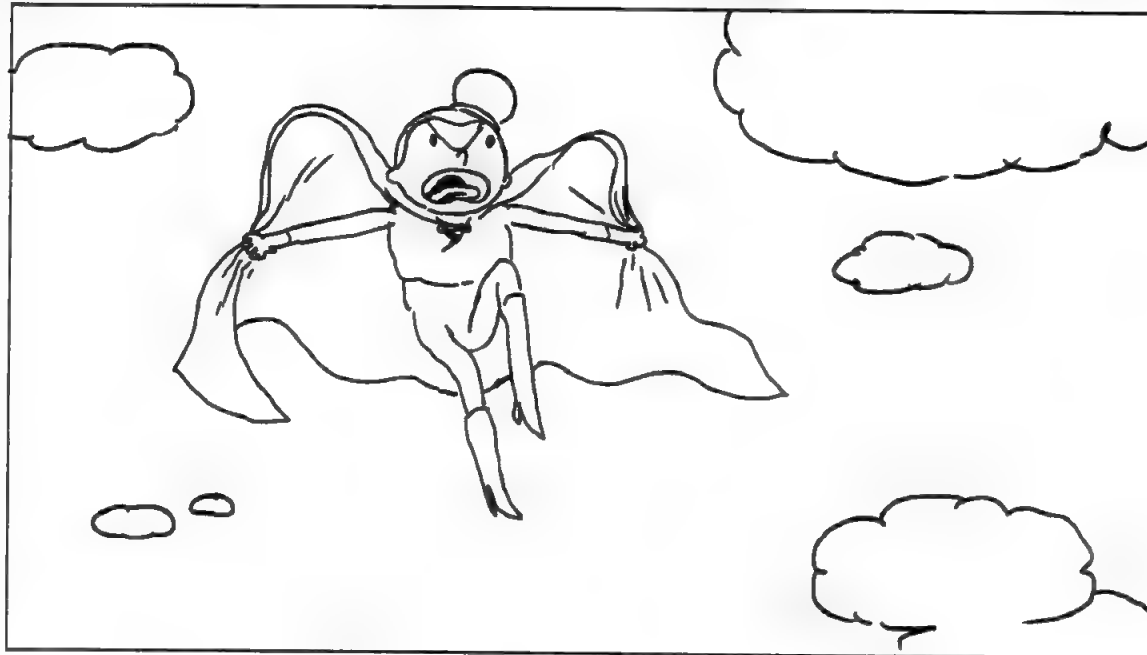
Cont

ADVENTURE TIME



Page 132

Sc. 118 Pnl. 1 Bg. day night



Sc. 118 CONT Pnl. 2 Bg. day night



Dialog:

MAJA / EAT IT TRANCH!

MAJA : (INHALES)

Action:

JAN 31 2014

Timing:

EPISODE # 1025-170

Production :

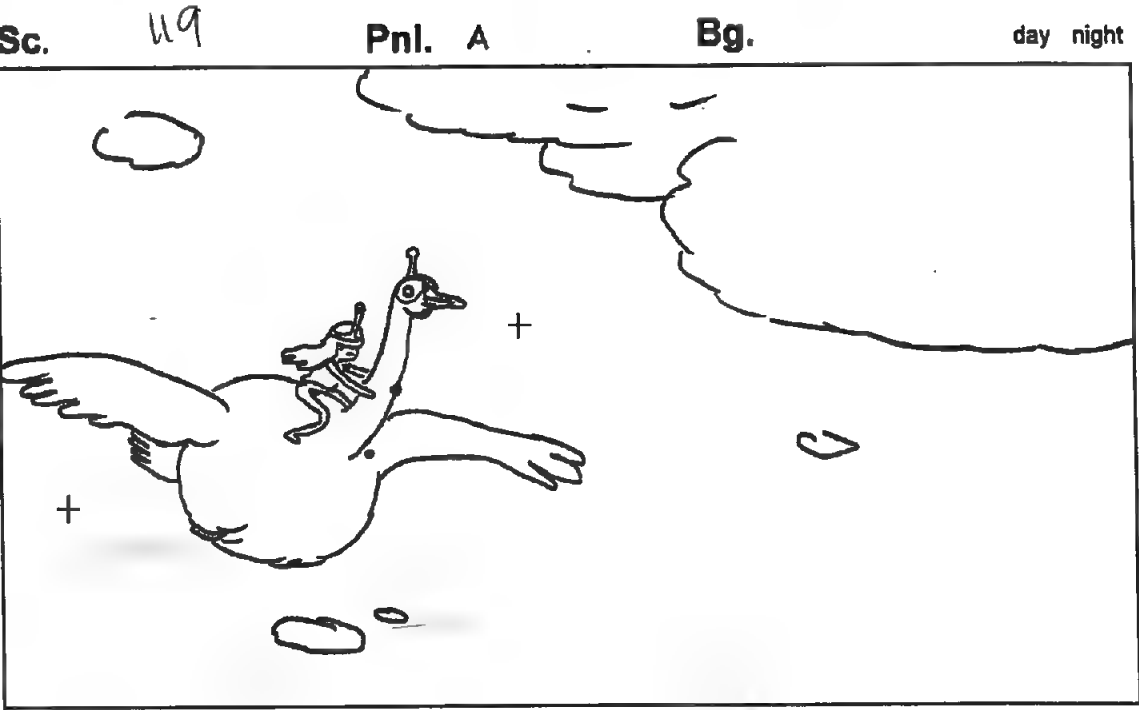
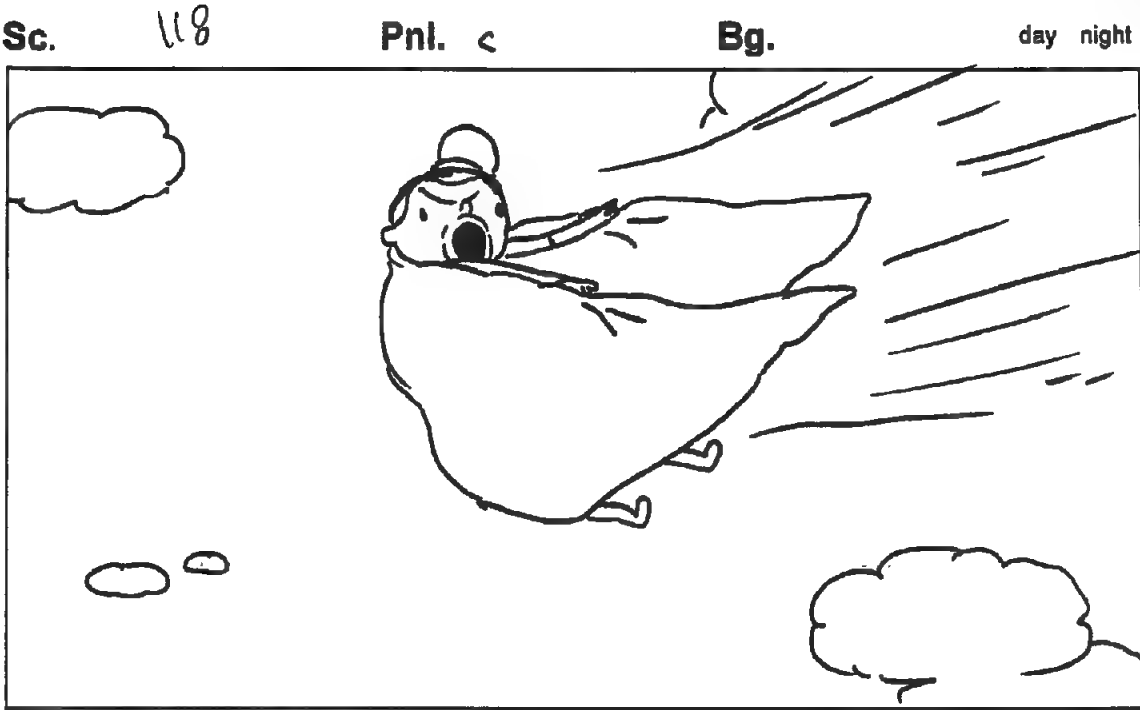
1025/170

ADVENTURE TIME



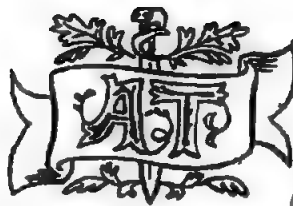
REVISED
02/13/14

Page 133



Dialog:	FLY 3/4 FWD TO CAM	
(MAVA) WOOSH!		
Action:	BLOWS WIND.	STARTING POS.
Timing:		

ADVENTURE TIME

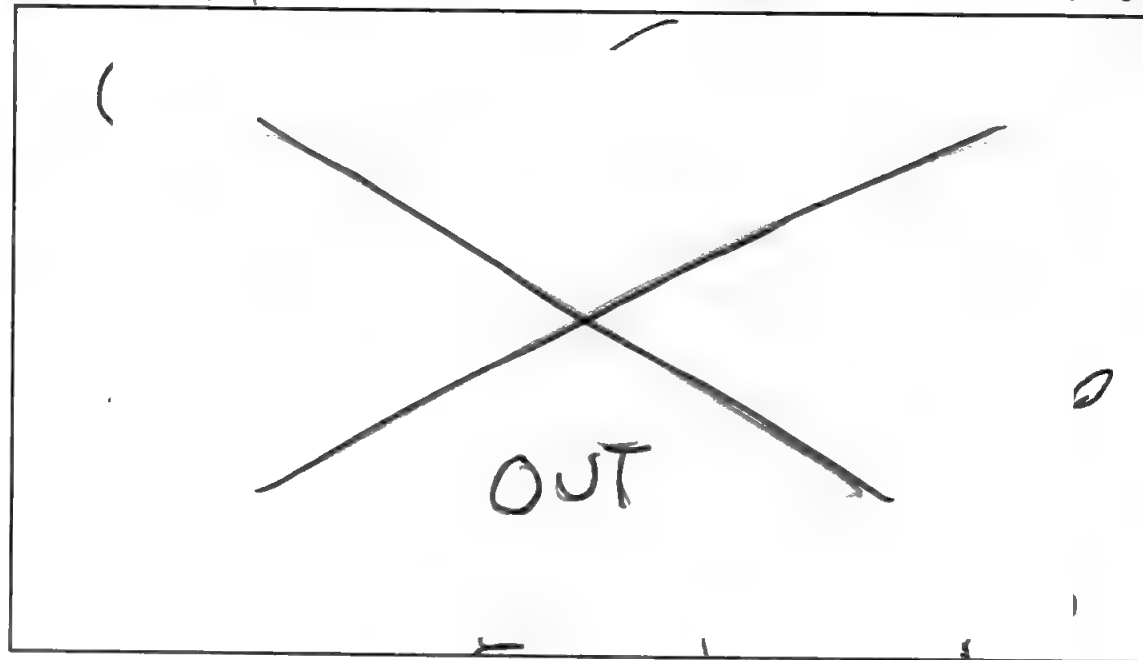


Page 134

Sc. 119 CONT Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog:

(SWAN) SKWANK!
(PB) AAAAHH!

PB / ahh!!

Action:

- BLAST OF WIND HITS SWAN

SPIRALS OFF/S.

JAN 3 1 2014

Timing:



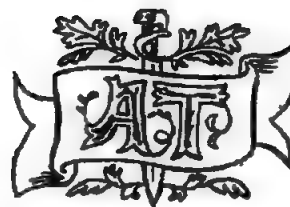
EPISODE # 1025-170

Production :

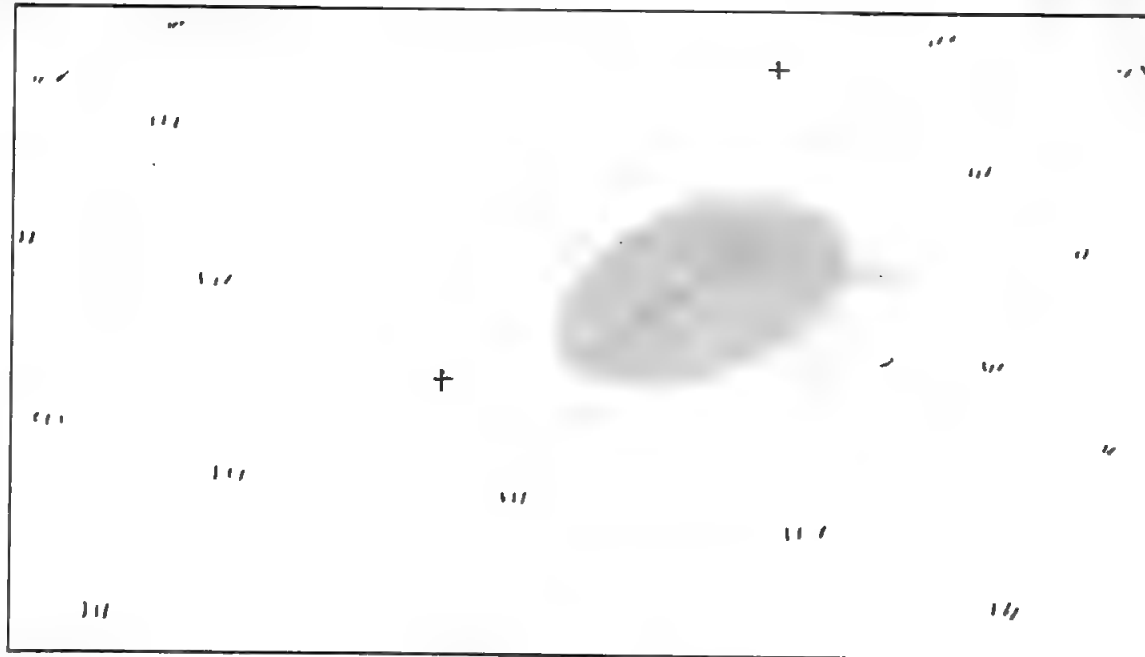
1025/170

Cut

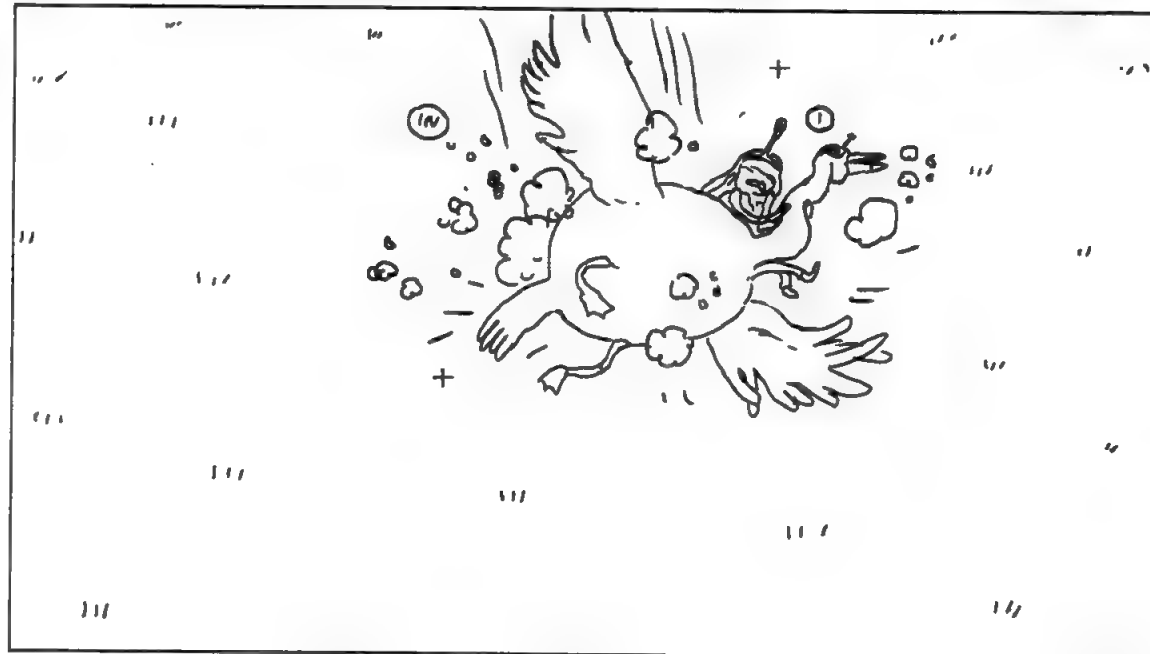
ADVENTURE TIME



Sc. 120 DnI A Bg. day night



Sc. 120 CONT Pnl. B Bg. day night

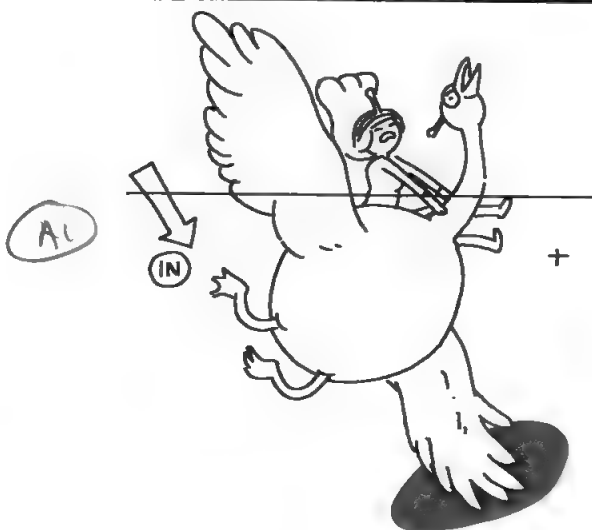


Page 135
135ANEXT

Dialog:

Action:

Timing:



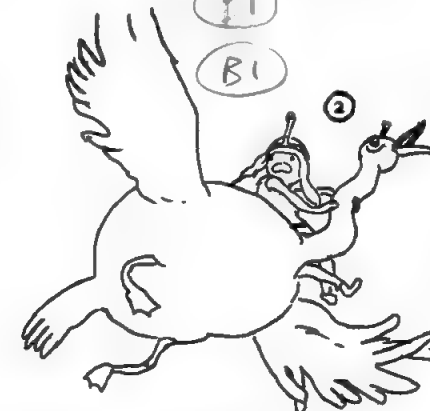
(PB) / OOFF!!! [GHASP]

(B)

(P1)

(B1)

CRASH



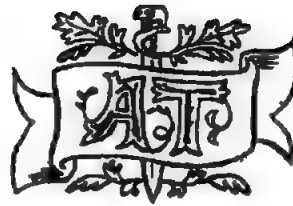
JAN 31 2014

EPISODE # 1025-170

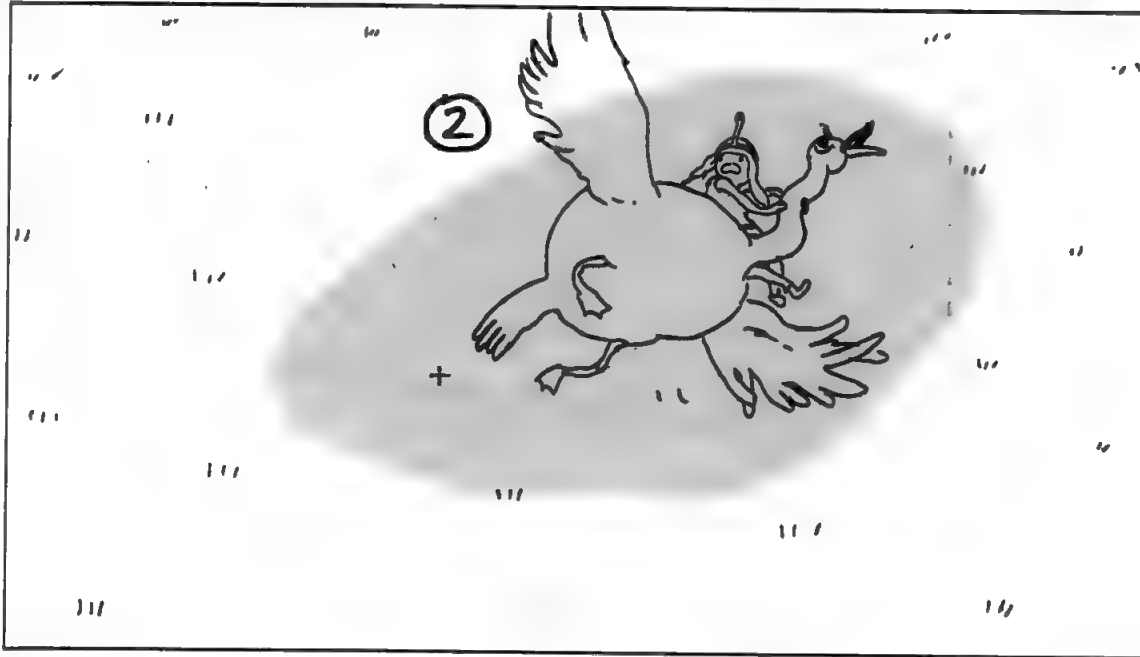
Production :

1025/170

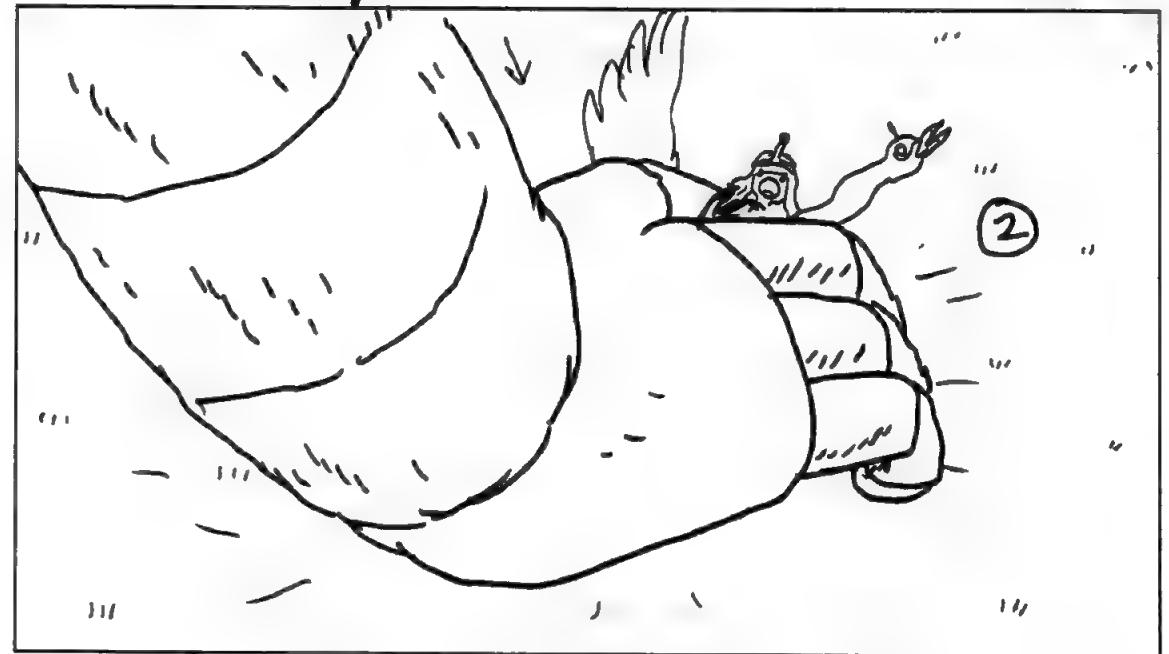
ADVENTURE TIME



Sc. 120 *CONT* Pnl. C Bg. day night



Sc. 120 *CONT* Pnl. D Bg. day night

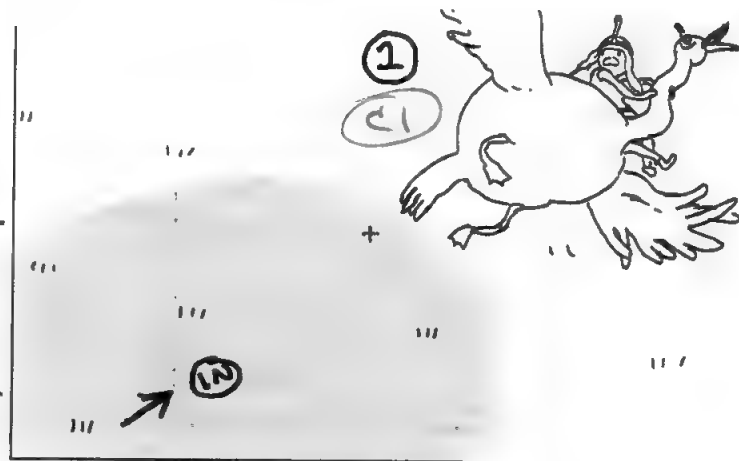


Page 135 A
136 NEXT
day night
Cut

Dialog:

Action:

Timing:



(PB) AHH!!

DARREN PINS P.B.

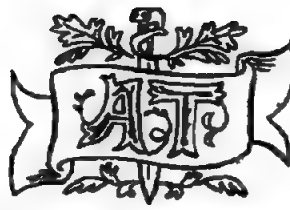


EPISODE # 1025-170

Production :

1025/170

ADVENTURE TIME

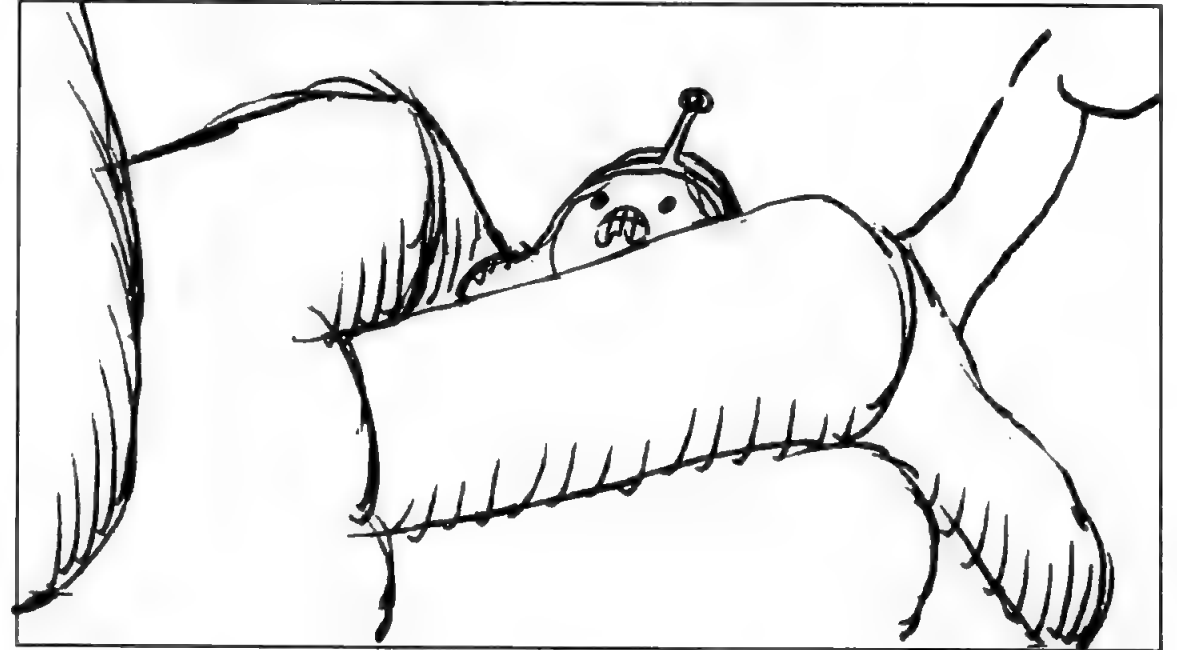


Page **136**

Sc. **121** Pnl. **A** Bg. day night



Sc. **122** Pnl. **A** Bg. day night



Dialog:

DARREN / IT'S OVER, PRINCESS

DARREN /

PREPARE TO BE ANNIHILATED
ACROSS ALL DIMENSIONS!

Action:

MaJa fly on screen

JAN 31 2014

Timing:

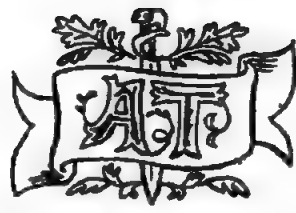
Production :

EPISODE # **1025-170**

1025/170

Ho
Cut

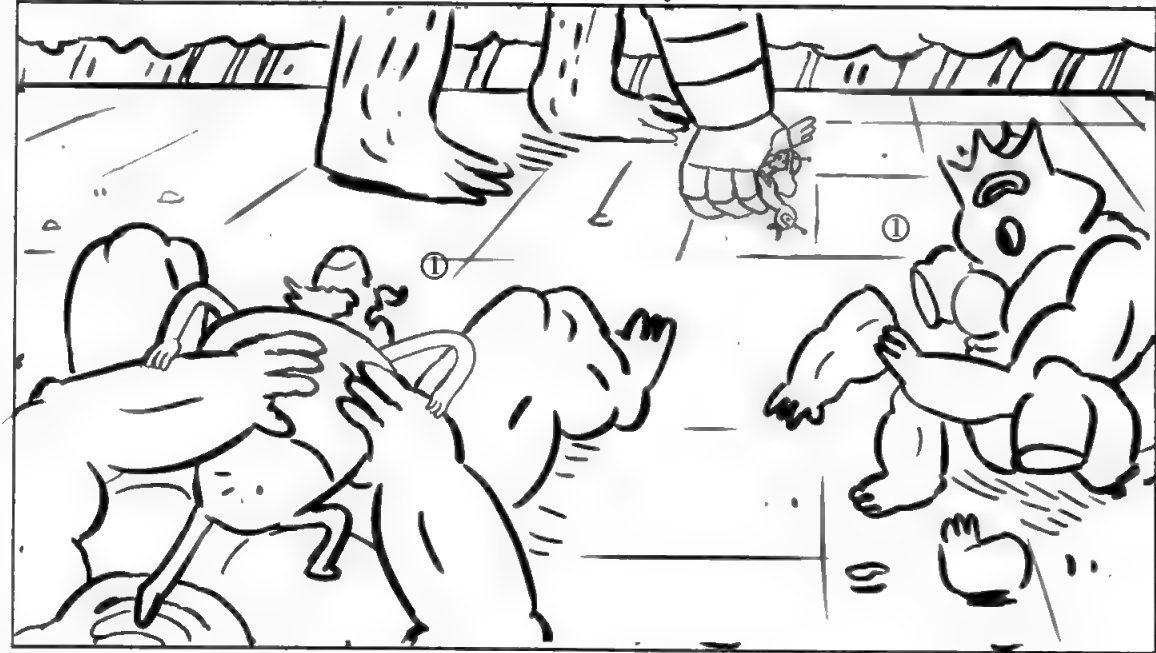
ADVENTURE TIME



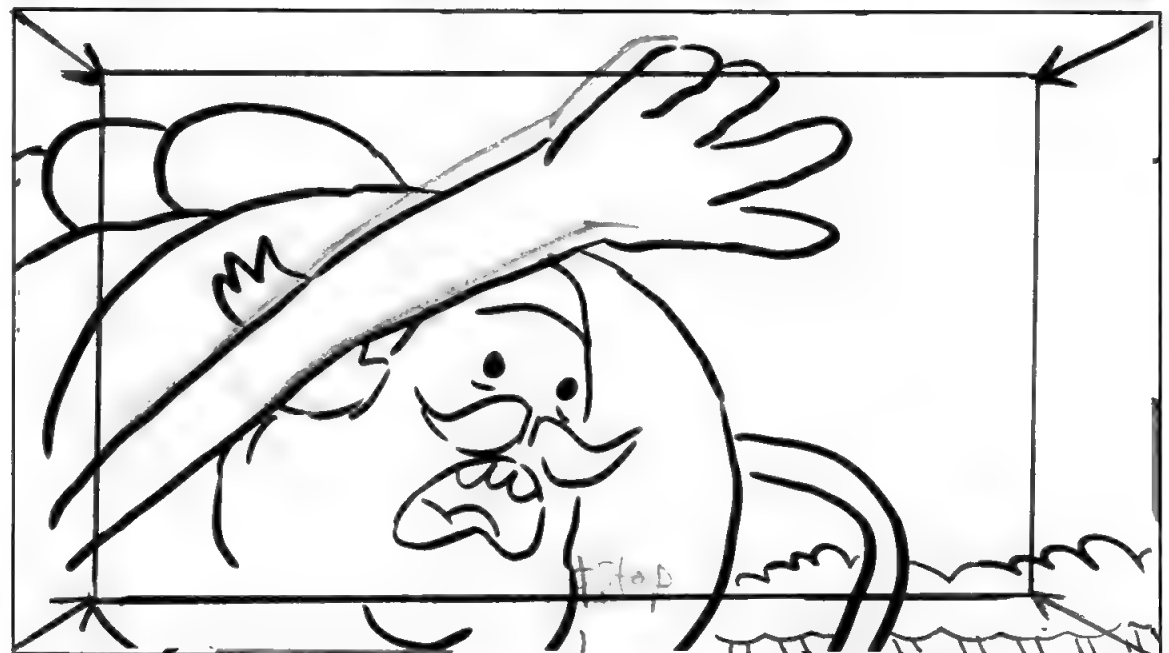
Ho
Cut

Page **137**
137A-EXT
day night

Sc. **123** Pnl. **A** Bg. day night



Sc. **123A** Pnl. **A** Bg. day night



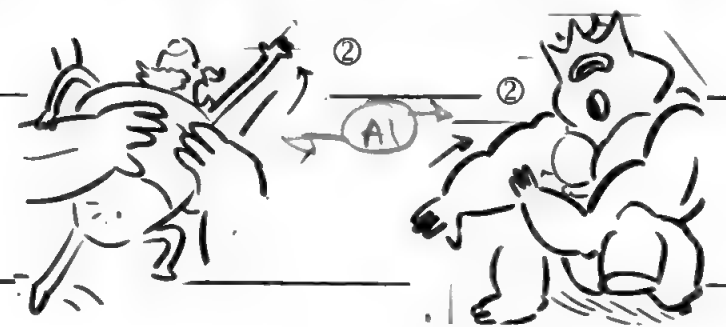
Dialog:

ccc / Princess!!

ccc / no!!

Action: - COLONEL PINNED DOWN BY MUTANT ARM.

Timing:



JAN 3 1 2014

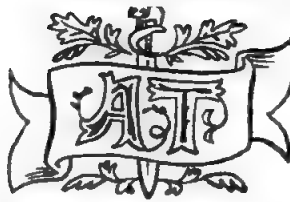
EPISODE # **1025-170**

Production :

1025/170

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1025/170



ADVENTURE TIME

Sc.

Pnl. A

Bg.

day night

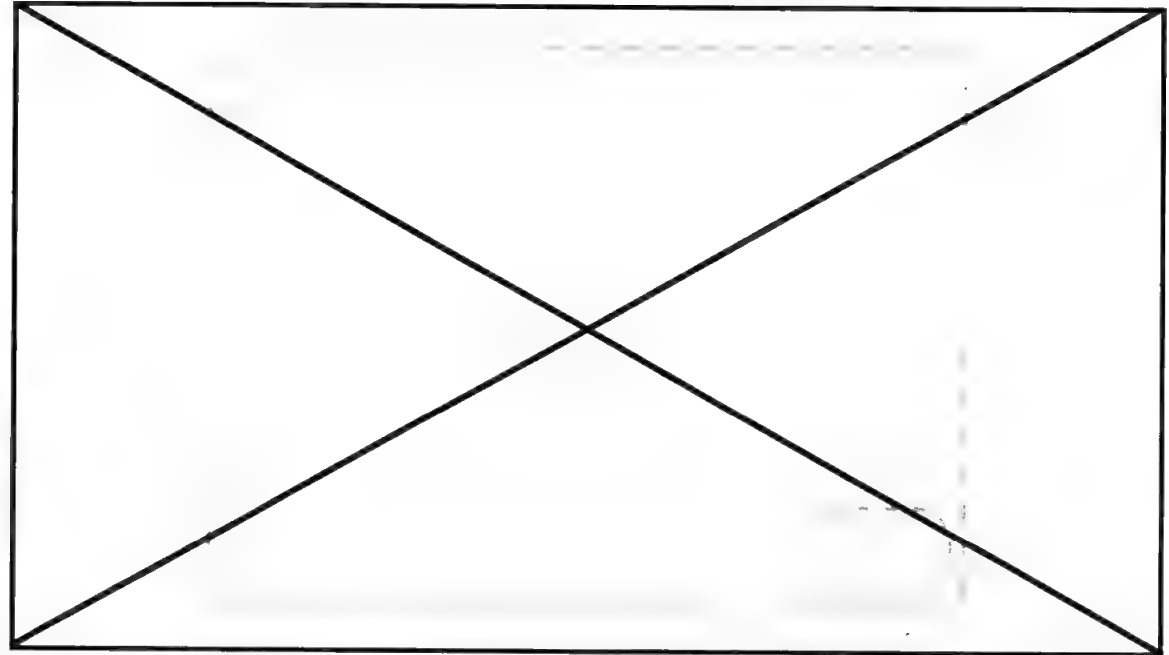
Sc.

Pnl.

Bg.

Page 137A

138 NEXT
day night



Dialog:

SFX/ ZZZOOMM!!!

Maja/ Wait Darren! Dial it back! I need her residual feelings.

Action:

DARREN'S MOUTH OPENING + GLOWING

Timing:



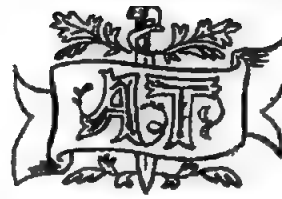
JAN 31 2014

Production:

EPISODE # 1025-170

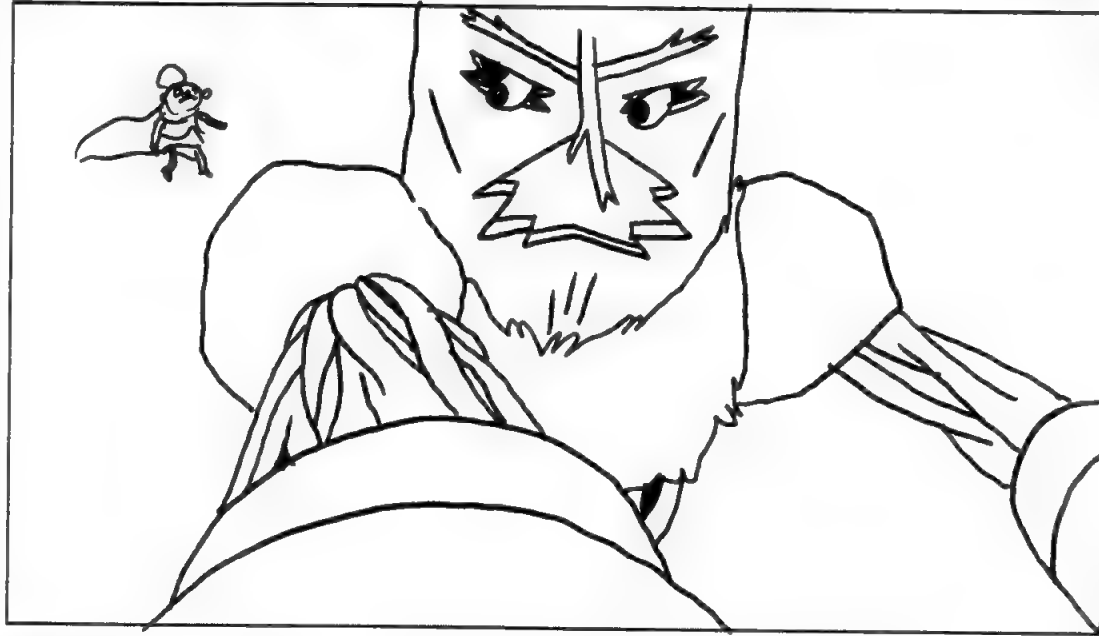
1025/170

ADVENTURE TIME

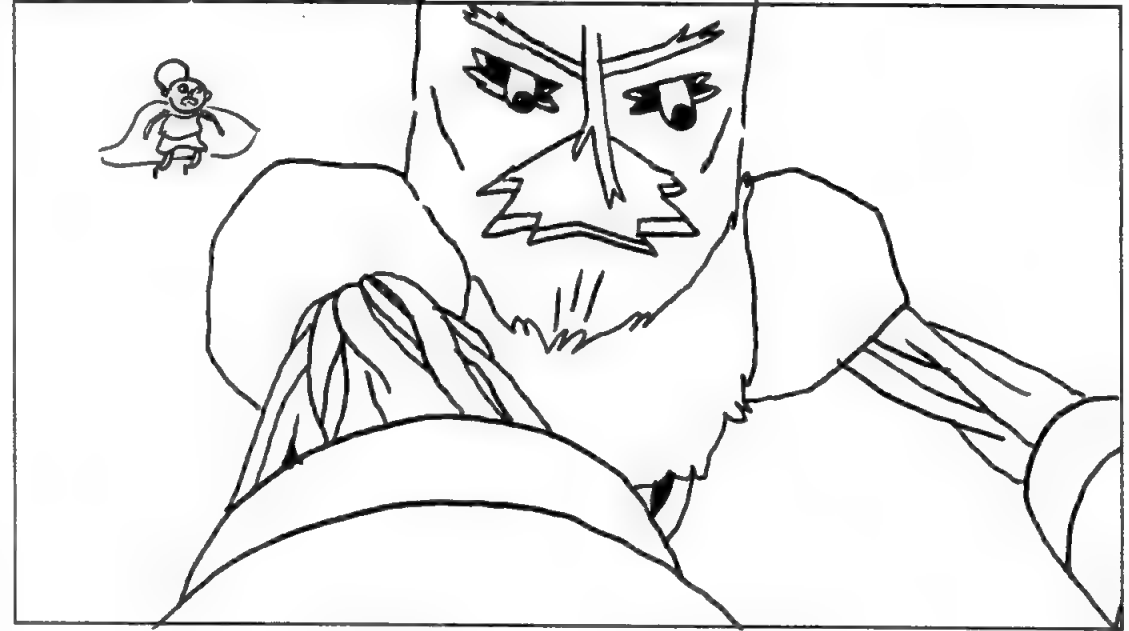


Page **138**

Sc. **124 cont** Pnl. **B** Bg. day night



Sc. **124 cont** Pnl. **C** Bg. day night



Dialog: Darren/ WHAT THE FLIP IS "FEELINGS"?!

Darien/ Darren ONLY UNDERSTANDS LIFE AND --

Action: - DARREN POWERS DOWN

JAN 31 2014

Timing:

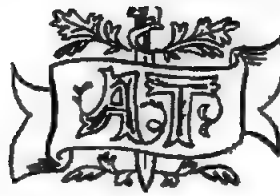
EPISODE# 1025-170

1025/170

Production :

1025/170

ADVENTURE TIME



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Sc. 124 cont Pnl. D day night



Sc. 124 cont Pnl. E Bg. day night



Dialog:

Darren / -DEATH !!

Action:

- DARREN CHARGES UP.

Timing:

JAN 31 2014

EPISODE #

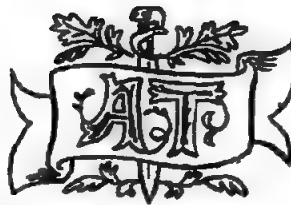
1025-170

1025/170

Production :

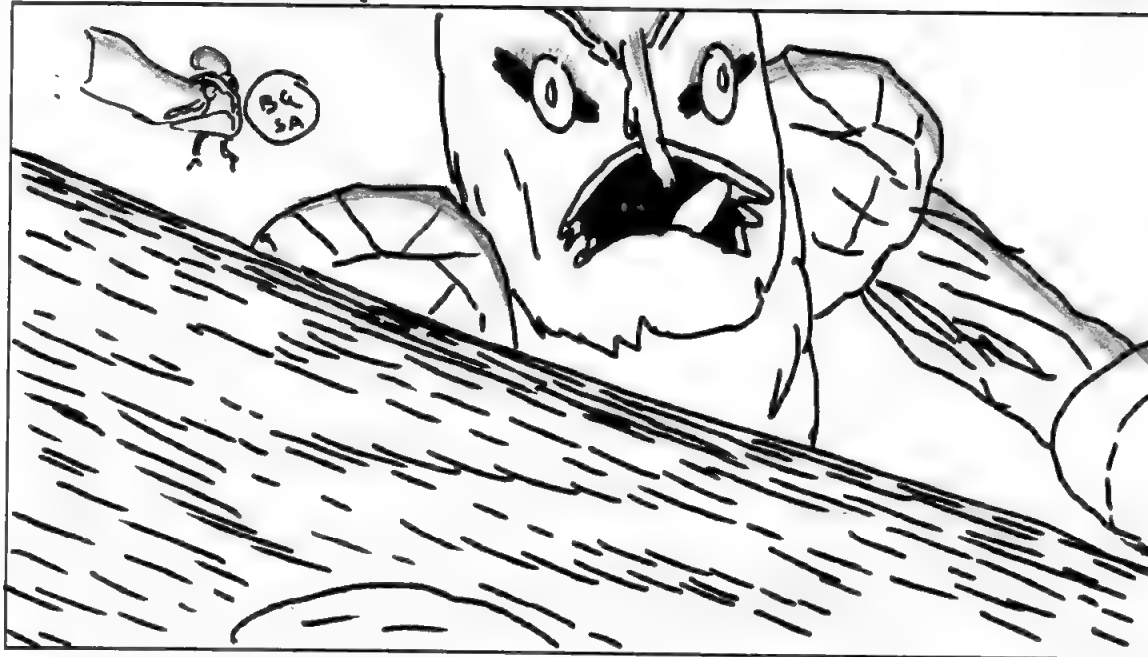
1025/170

ADVENTURE TIME



Page 140
140A NEXT
 day night

Sc. 124 CONT Pnl. F Bg. day night



Sc. 124 CONT Pnl. G Bg. day night



Dialog:	(SPX) BLAM!!!	
Action:	DARREN'S ARM BLOWN OFF	JAN 3 1 2014
Timing:		

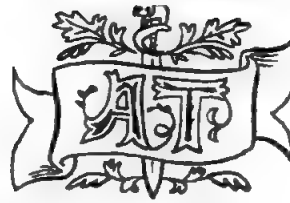
EPISODE # 1025-170

1025/170

Production :

1025/170

ADVENTURE TIME



Sc. 124 *CONT*

Pnl. H

Bg.

day night

Sc. 124 *CONT* Pnl. I

Bg.

Page 140A
14 NEXT
day night

*Hu
d*



Dialog:

DARREN / BWAAA!!
(SLOW-MO)

Action:



③



JAN 3 1 2014



Timing:

- DARREN FALLS BACK
IN SLO-MO.

Production:

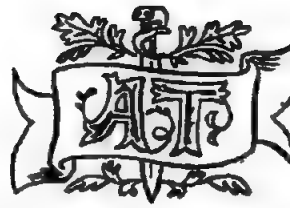
EPISODE # 1025-170

1025/170

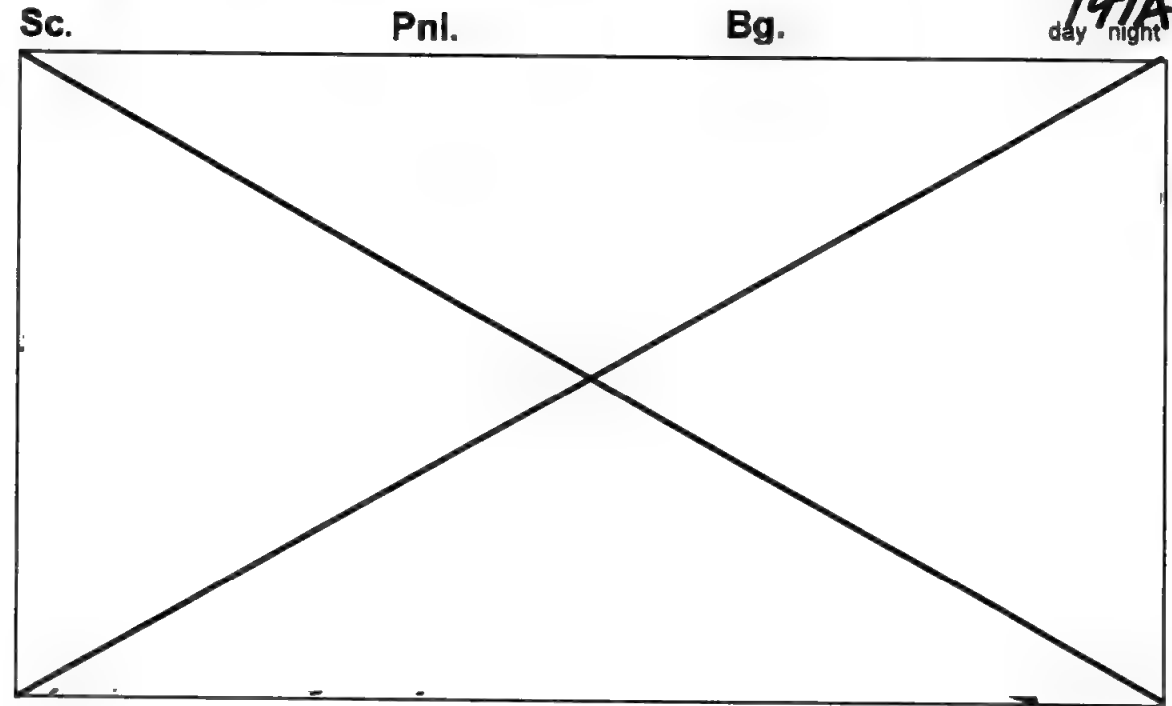
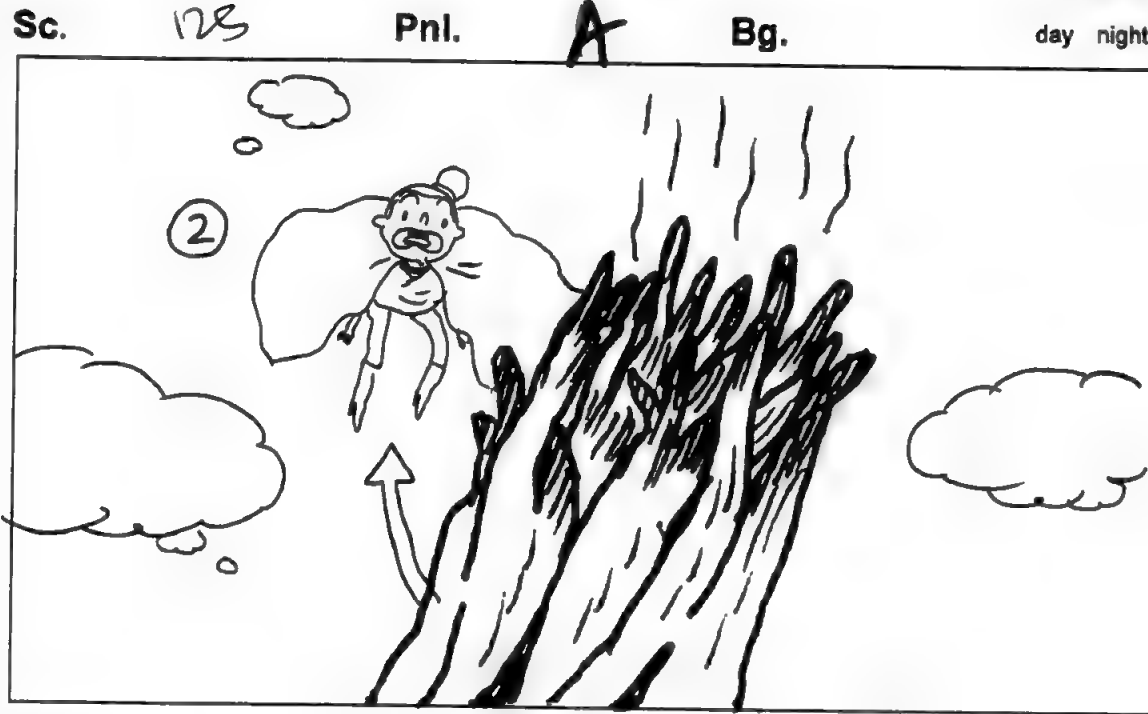
1025/170

1025/170

ADVENTURE TIME



Page 141
141A-NET
day night



Dialog:	(MAJA) / WHAT THE SLIZZ !?
Action:	
Timing:	



JAN 1 2014

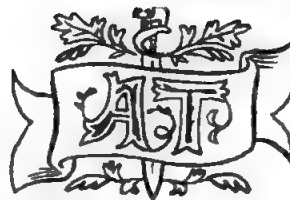
EPISODE # 1025-170
1025/170

Production :

1025/170

Hi Cut

ADVENTURE TIME



Page 141A

Sc. 125 *cont*

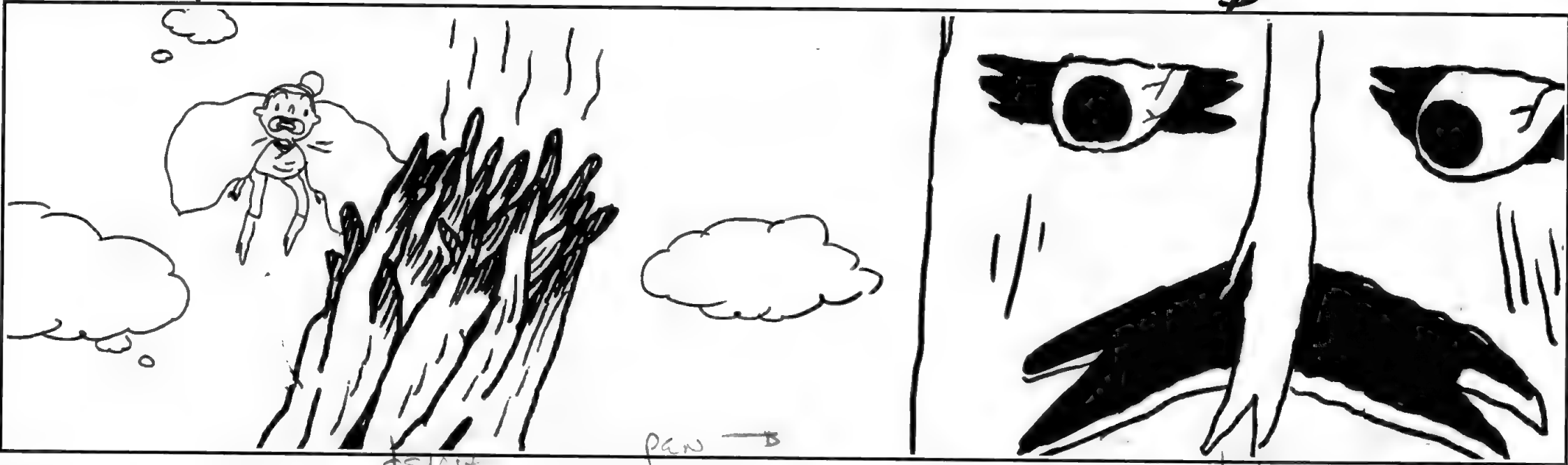
S/A A

Bg.

day night

B

141B NEXT



Dialog:
Action:
Timing:

JAN 31 2014

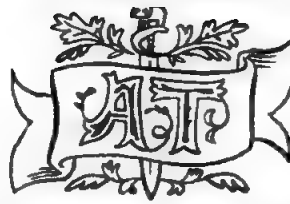
EPISODE # 1025-170
1025/170

Production:

1025/170

1025/170

ADVENTURE TIME

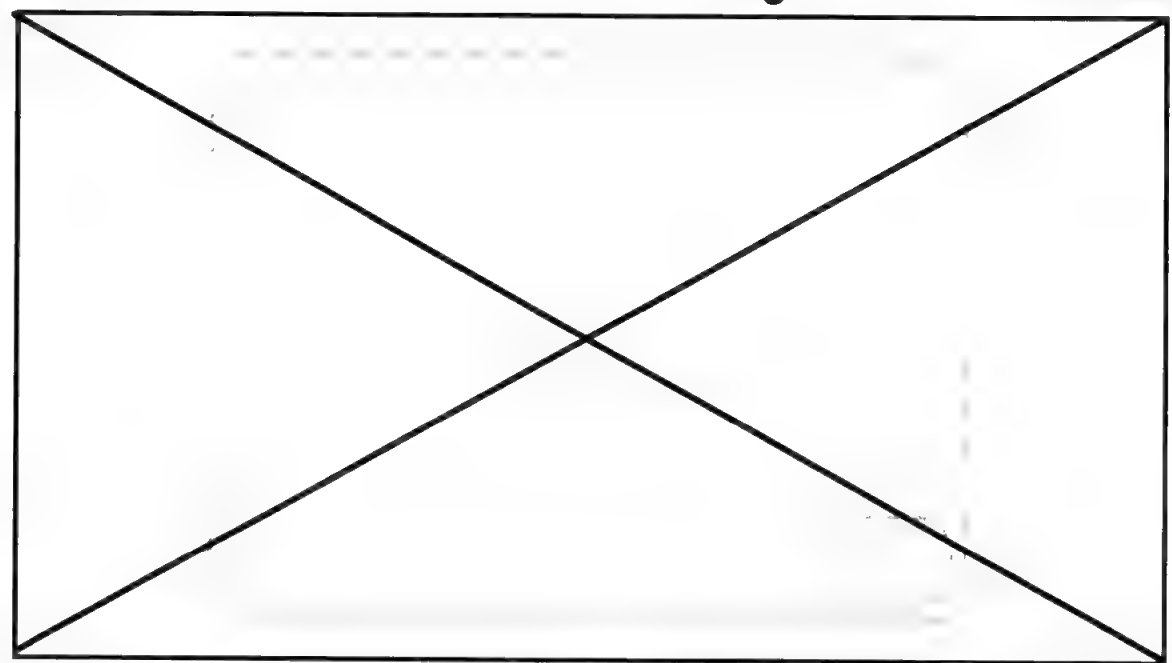
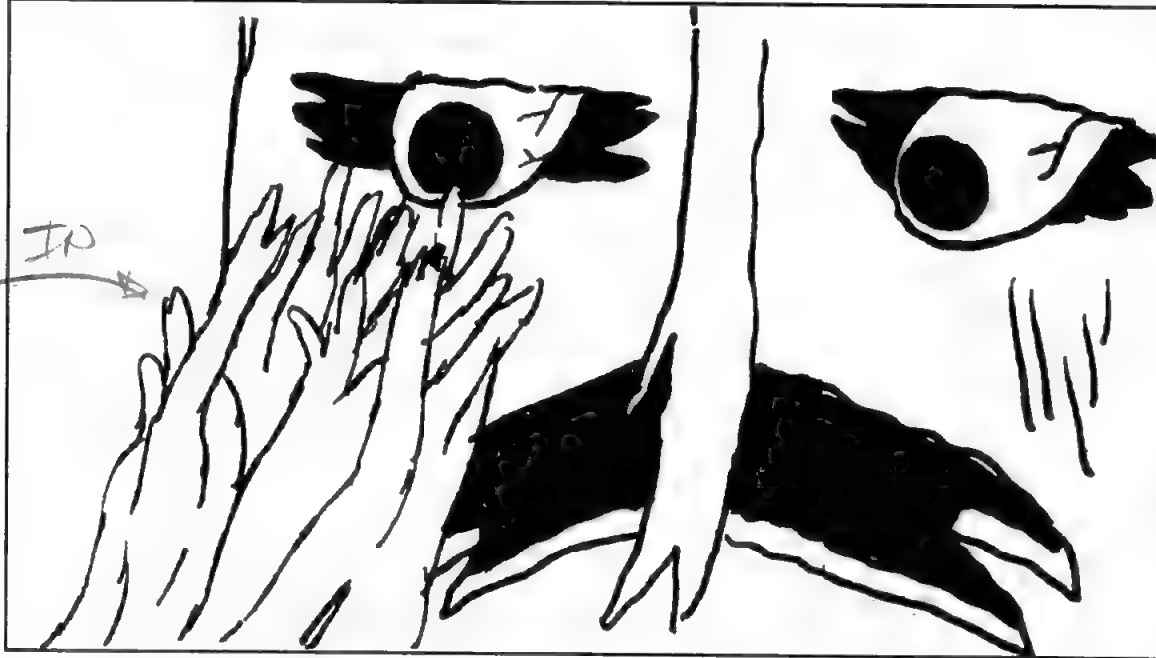


NO SC
126

Page 141B

142 next
day night

Sc. 125 *cont* Pnl. C Bg. day night



Dialog:

DARREN AAAA!!

Action:

- DARREN MOVES STUMP ,
- CAMERA ADJUSTS .

JAN 31 2014

Timing:

EPISODE # 1025-170

1025/170

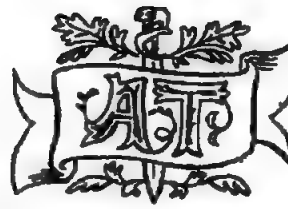
Production:

1025/170

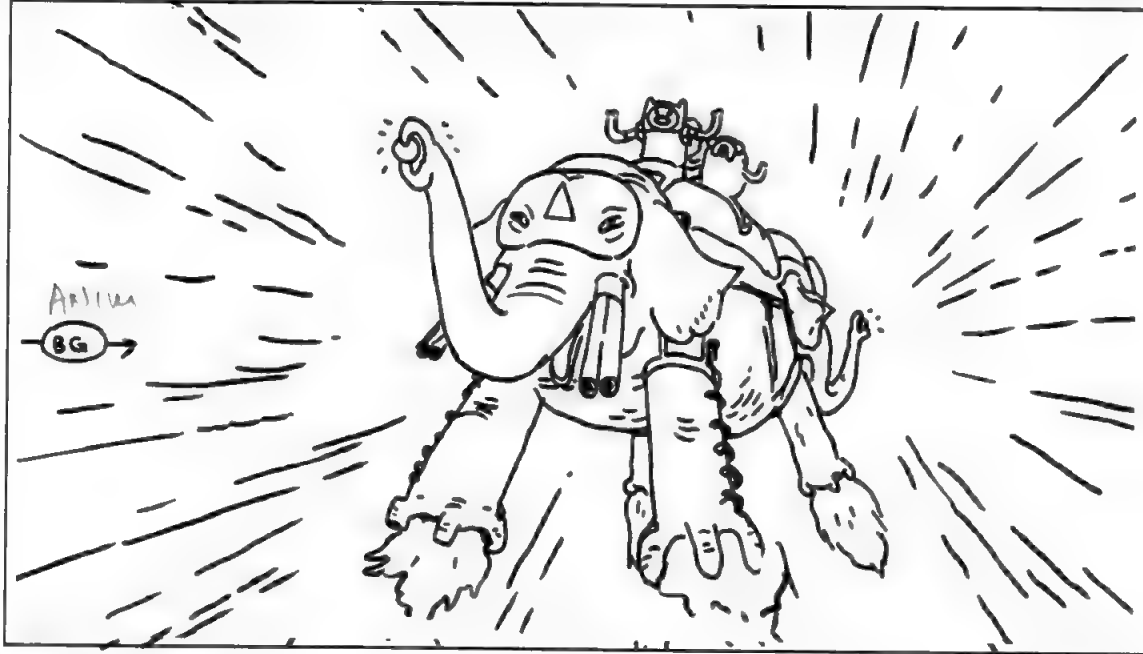
1025/170

Cut

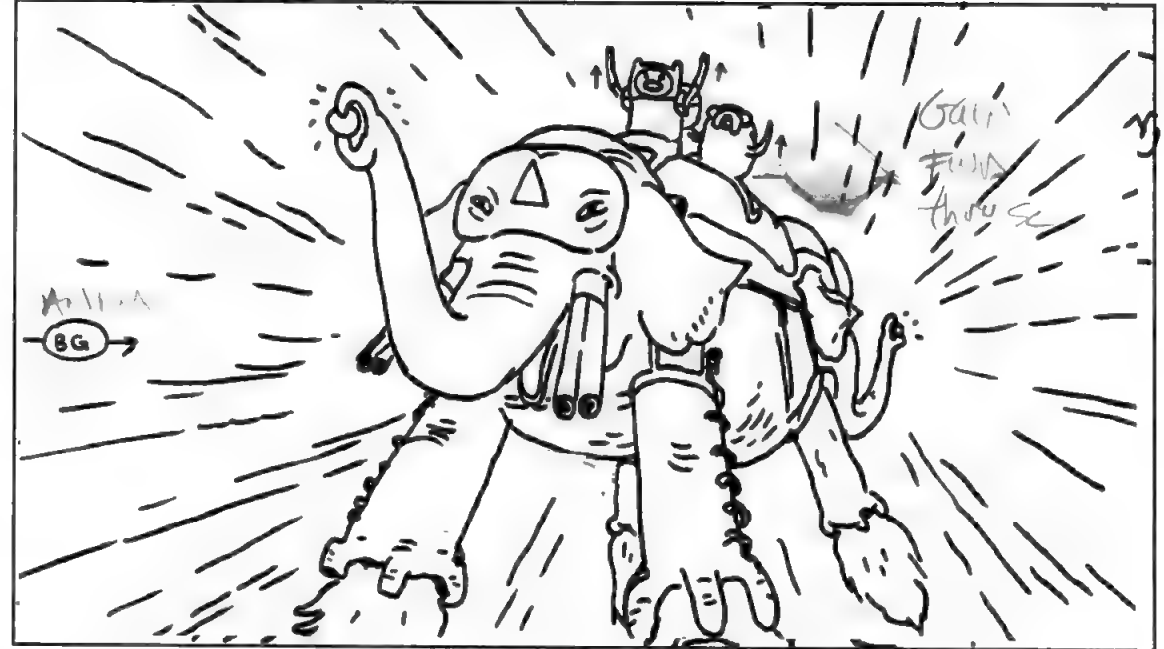
ADVENTURE TIME



Sc. 127 Pnl. A Bg. day night



Sc. 127 CONT Pnl. B Bg. day night



Dialog:	APTWE GAINS FWD Thru Sc	
	(F+J) / YEAH BOI!!!!	
Action:	- F-S RIDE PACIENT PSYCHIC TANDEM WAR ELEPHANT	
Timing:		

1 2014

EPISODE # 1025-170

1025/170

Production :

1025/170

1025/170

HW
Cut

ADVENTURE TIME

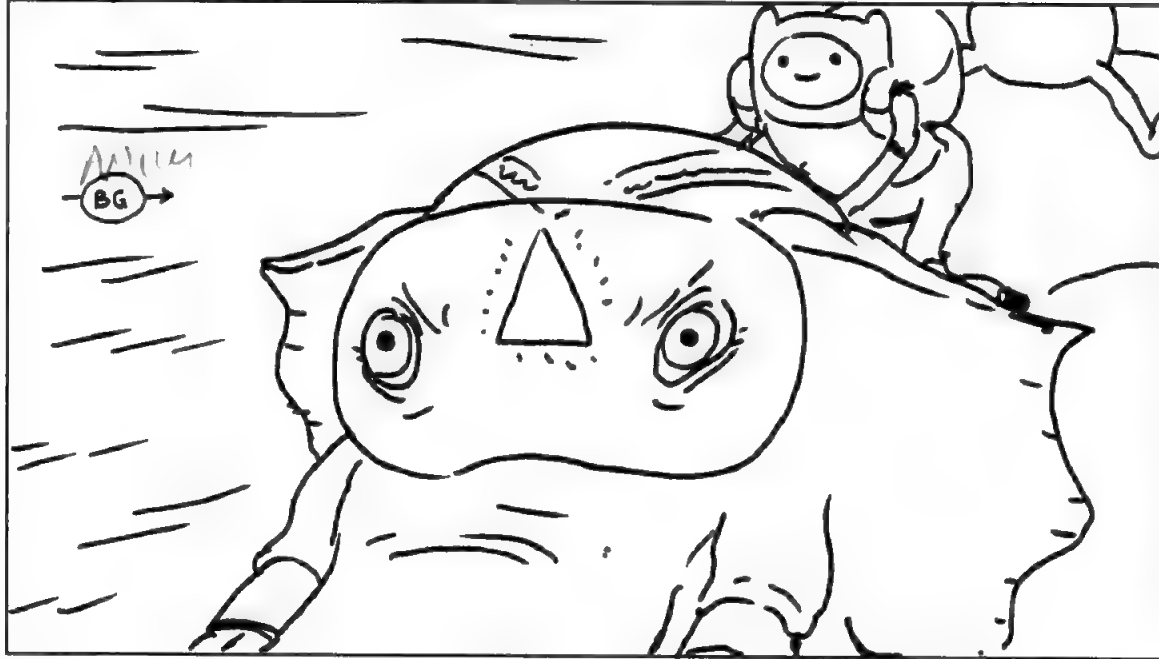


Sc. 128

Pnl. A

Bg.

day night

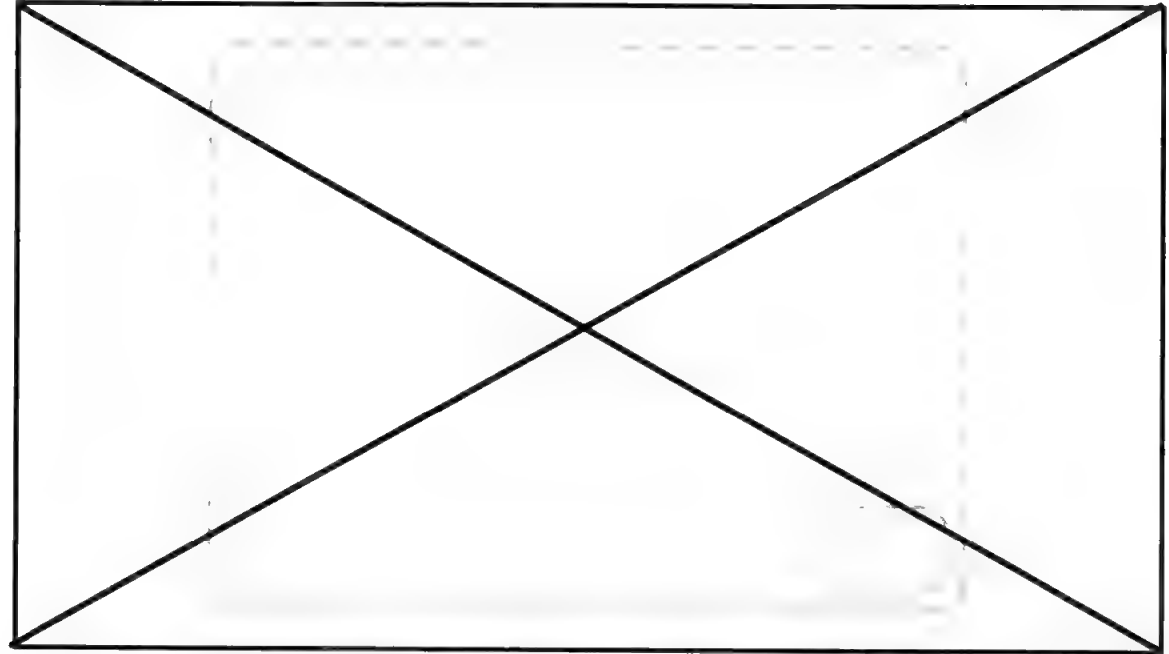


Sc.

Pnl.

Bg.

Page 142A
143 NEXT
day night



Dialo

(APTW) / HI DARREN!

Action:

TRIANGLE FLASHES ALONG
WITH DIALOGUE.

Timing:

JAN 31 2014

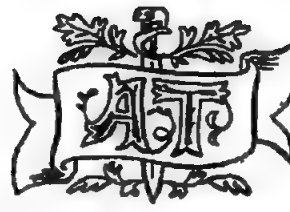
EPISODE # 1025-170

1025/170

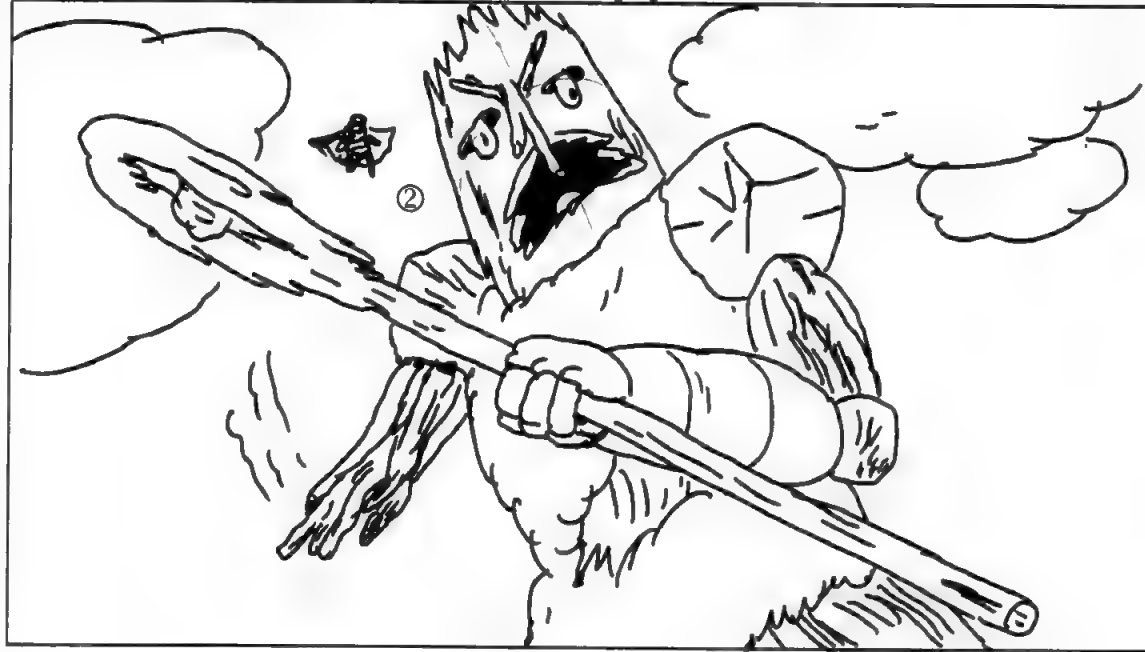
Production:

1025/170

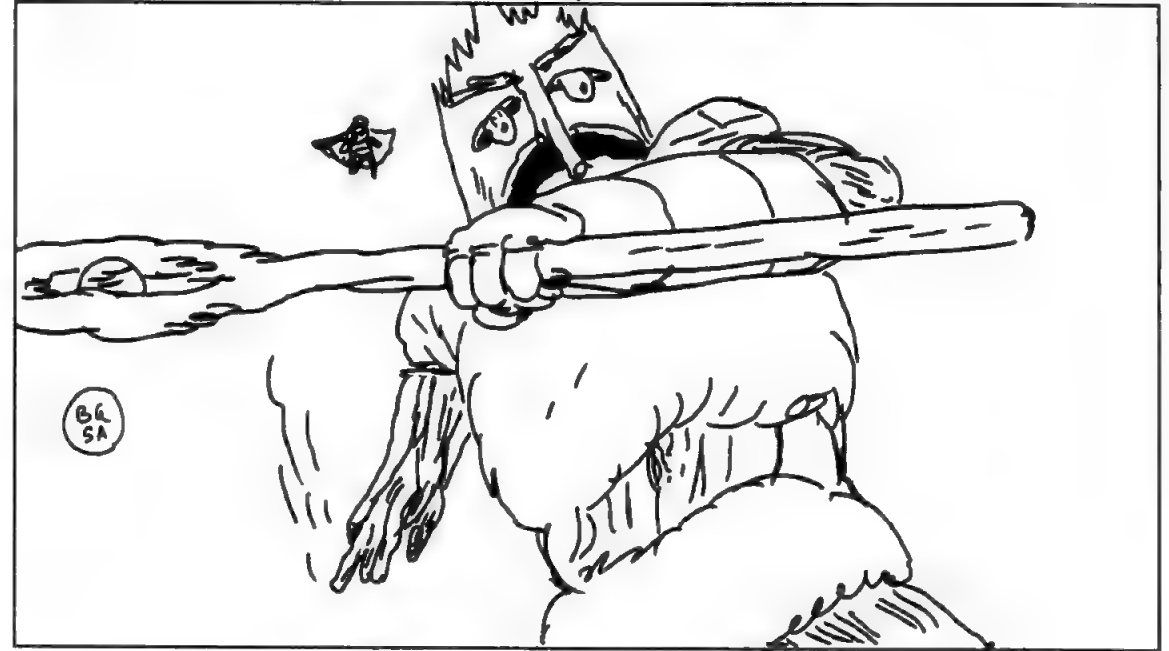
ADVENTURE TIME



Sc. 129 Pnl. A Bg. day night



Sc. 129 cont Pnl. B Bg. day night



Dialog:

WAAJA / THE ANCIENT PSYCHIC
TANDEM WAR ELEPHANT!

DARREN /

ELI,
WERE YOU ASLEEP
FOREVER TOO ?!?

Action:

Timing:



JAN 31 2014

EPISODE #

1025-170

1025/170

Production :

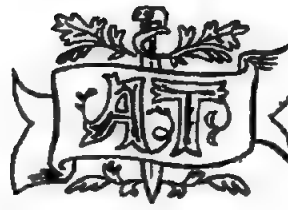
1025/170

Cut

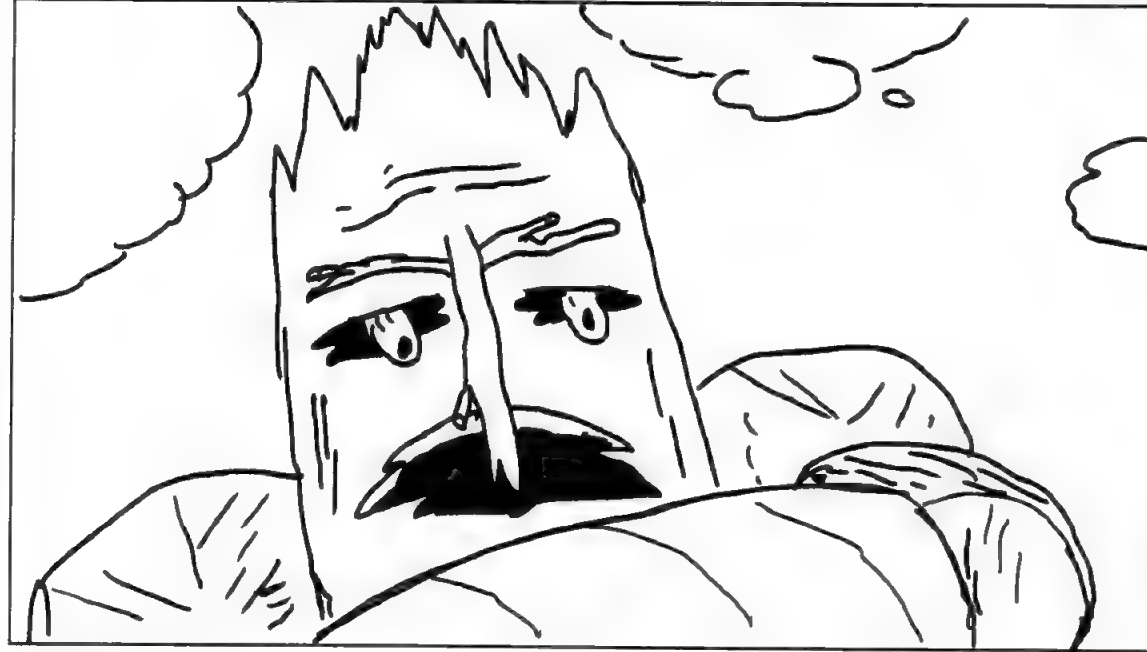
Page 143

the
Cut

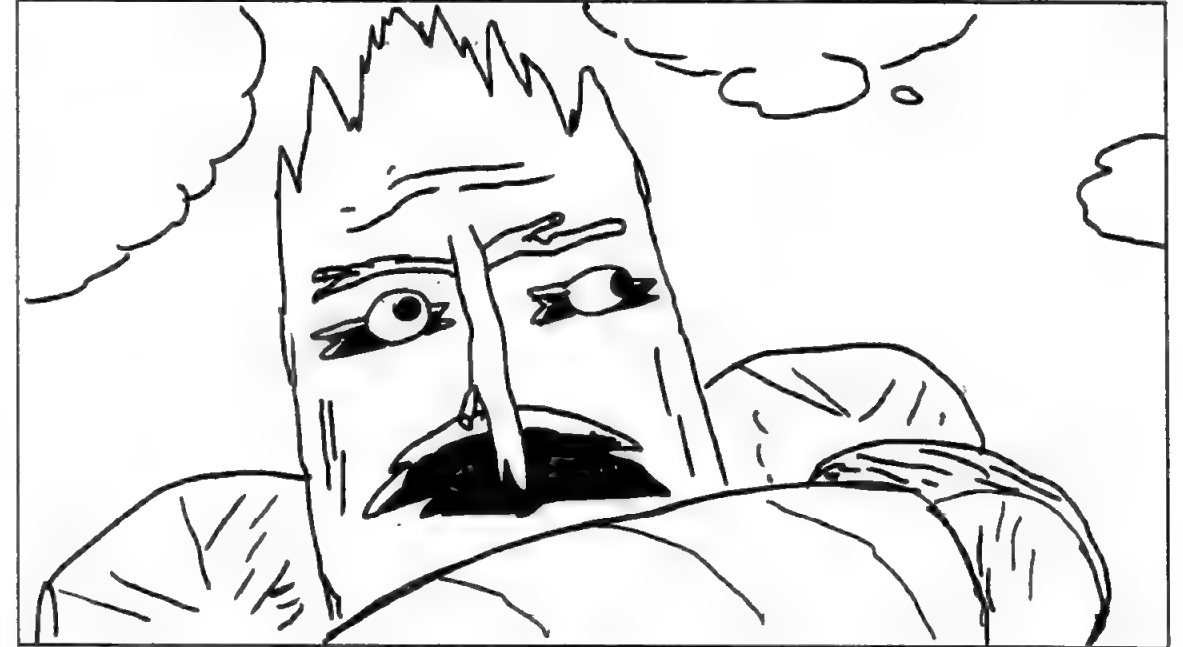
ADVENTURE TIME



Sc. 130 Pnl. A Bg. day night



Sc. 130 CONT Pnl. B Bg. day night



Dialog:

DARREN / ALL THIS STUFF IS DIFFERENT NOW.

Darren / What are we even doing here?.

Action:

JAN 31 2014

Timing:

1025-170

EPISODE #

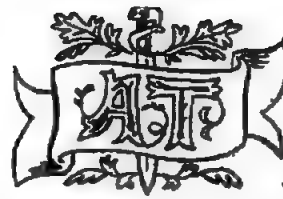
1025/170

Production :

1025/170

Cat
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ADVENTURE TIME



Sc.

131

Pnl.

A

Bg.

day night

131

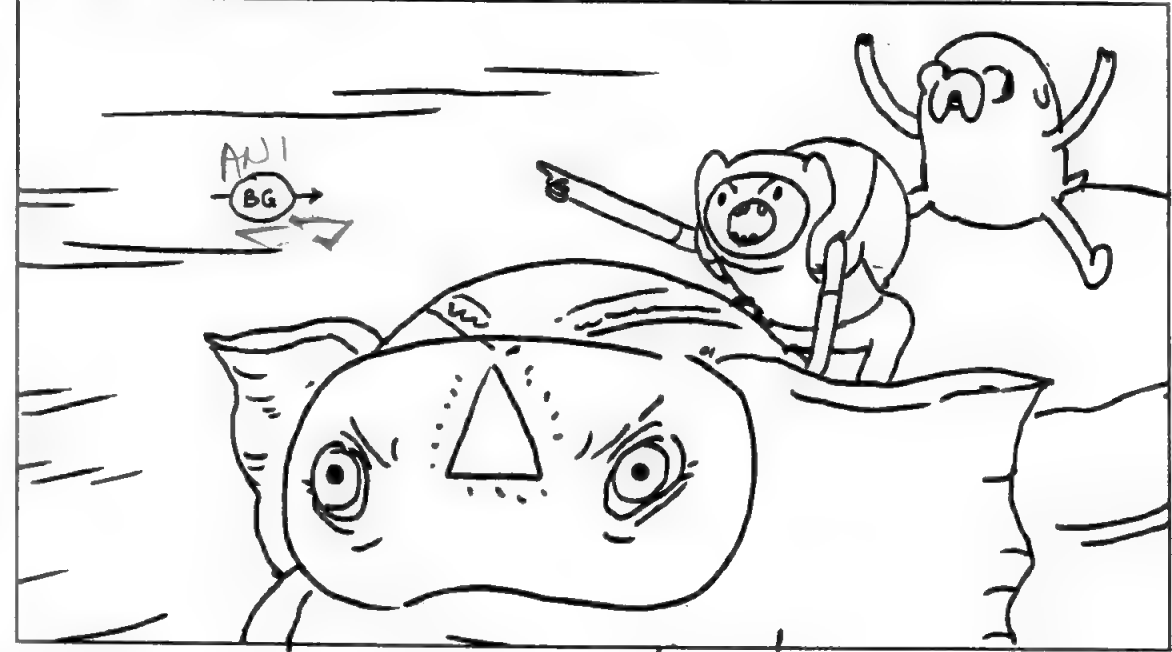
CONT

B

Page

145

Hu
Cat



EPISODE #

1025-170

1025/170

Dialog:

APTWE/ Yes it's been a difficult adjustment.

Finn/ BLAZE HIS FACE, ELI !!

Action:

Timing:

JAN 31 2014

Production :

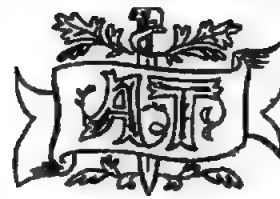
1025/170

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1025/170

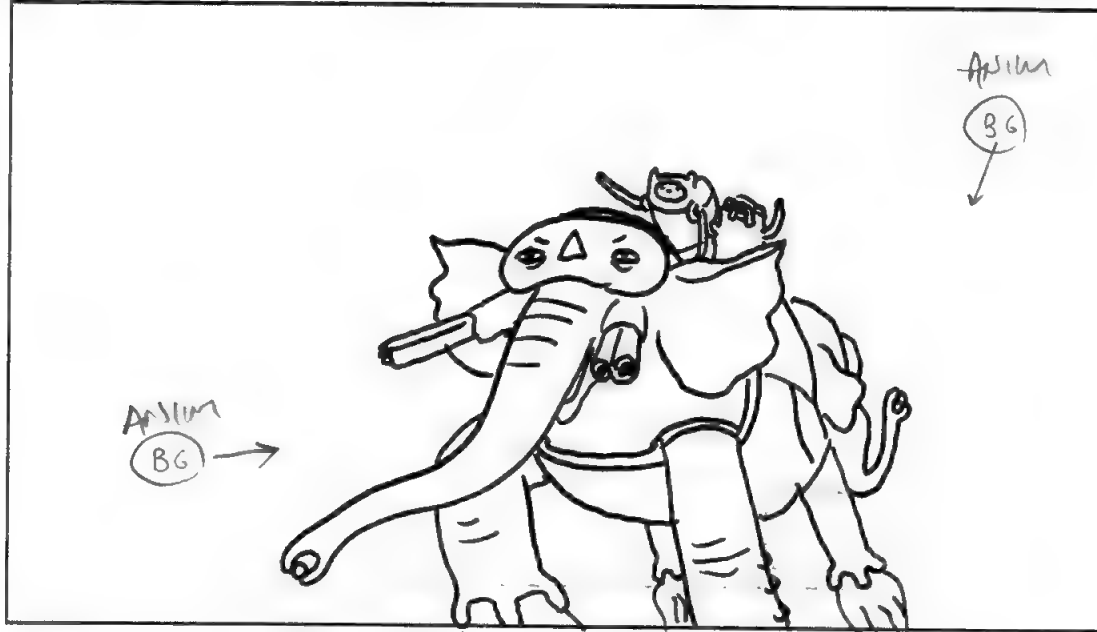
HO
Cut

ADVENTURE TIME

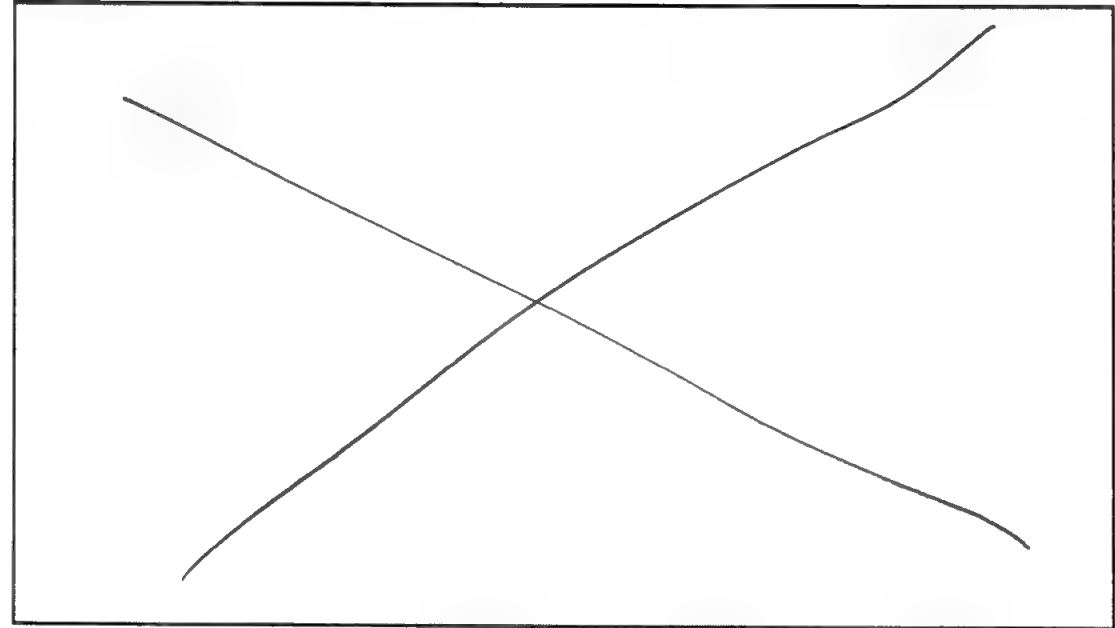


Page **146**

Sc. **132** Pnl. **A** Bg. day night



Sc. Pnl. Bg. day night



Dialog:	APTWE/ YES MASTER! (NOTE: SEE PNL. B FOR BG.)
Action:	
Timing:	

JAN 31 2014

EPISODE #

Production :

1025-170

1025/170

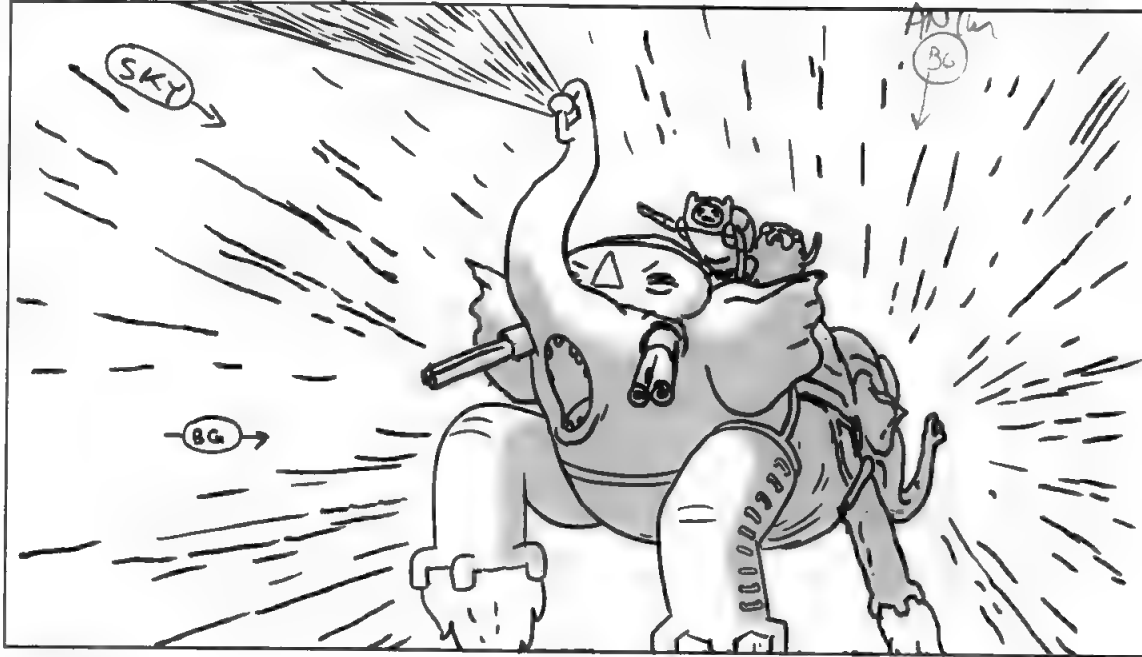
1025/170

ADVENTURE TIME

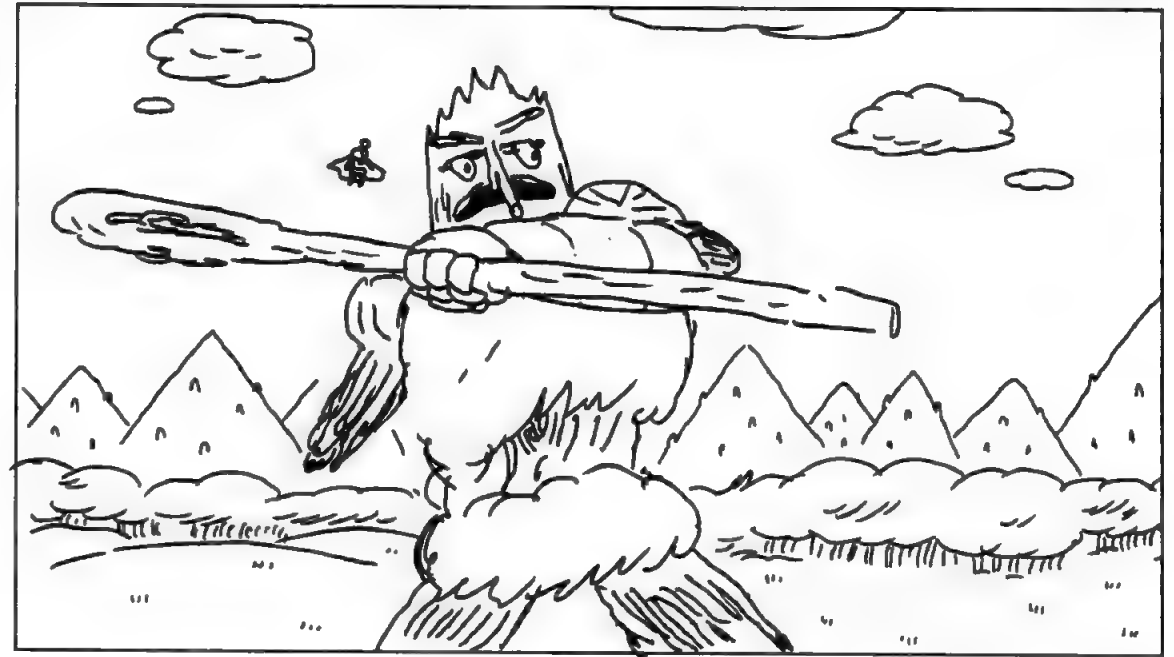


Page **147**
day night

Sc. **132 CONT** Pnl. **B** Bg. day night



Sc. **133** Pnl. **A** Bg. day night



Dialog:	(SFX) BLAM!!!
Action:	JAN 31 2014
Timing:	

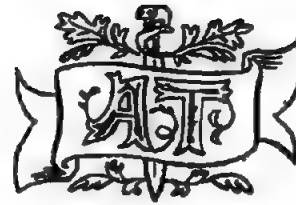
Production :
EPISODE #
1025/170
1025-170

1025/170

1025/170

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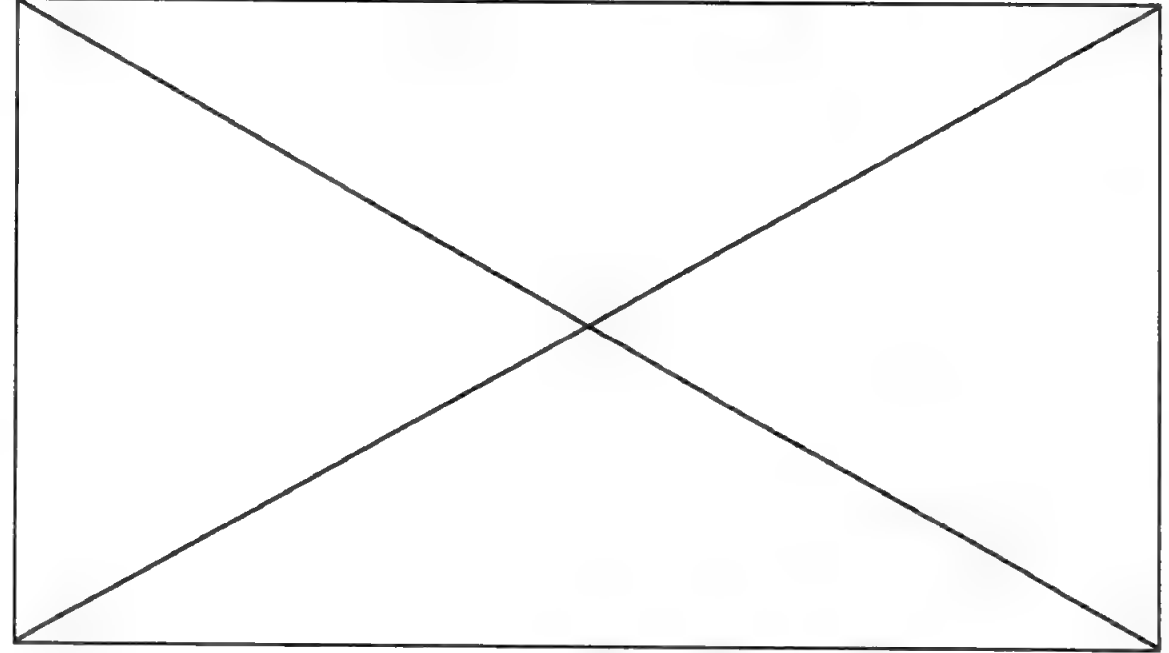
ADVENTURE TIME



Sc. 133 ~~CONT~~ Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog:
<p>SFX : * CHYUU ! *</p>
Action:
<p>- DARREN DEFLECTS LASER.</p>
Timing:

JAN 31 2014

1025-170

EPISODE #

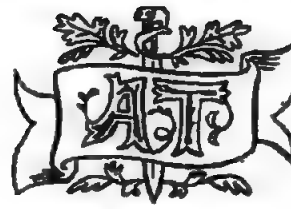
1025/170

Production :

1025/170

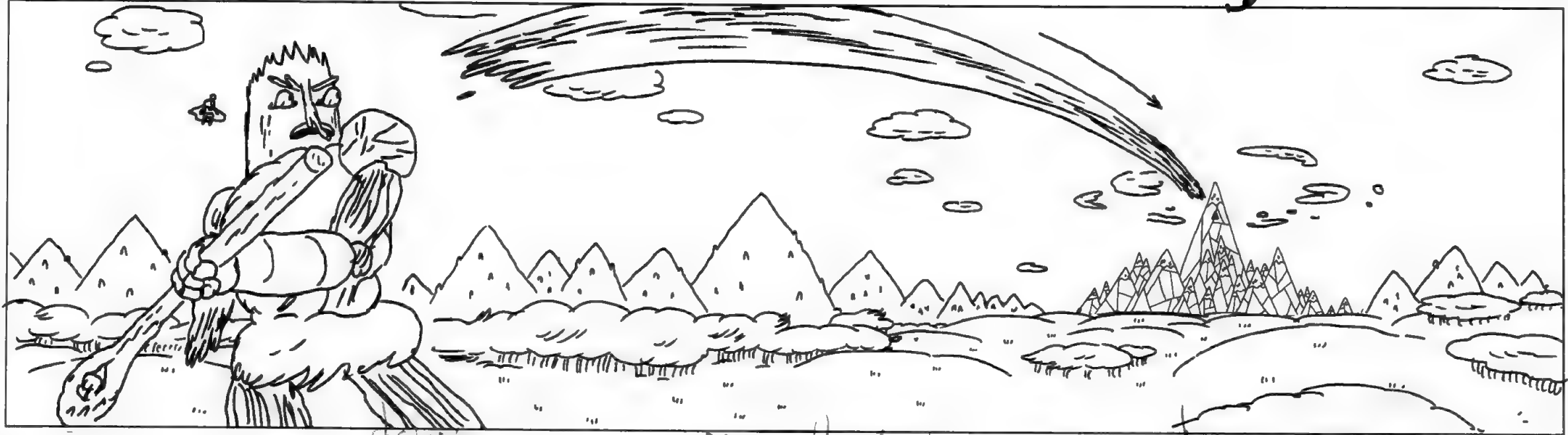
1025/170
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ADVENTURE TIME



Page 149
day night

Sc. 133 UNT Pnl. C Bg. D



Dialog:

Action:

- LASER SHOTS OFF TOWARDS
ICE KINGDOM.
- PAN W/ LASER.

JAN 3 1 2014

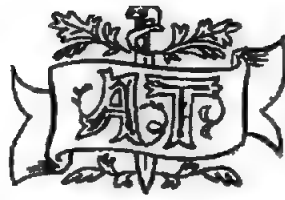
Timing:

EPISODE # 1025-170
1025/170

Production :

1025/170

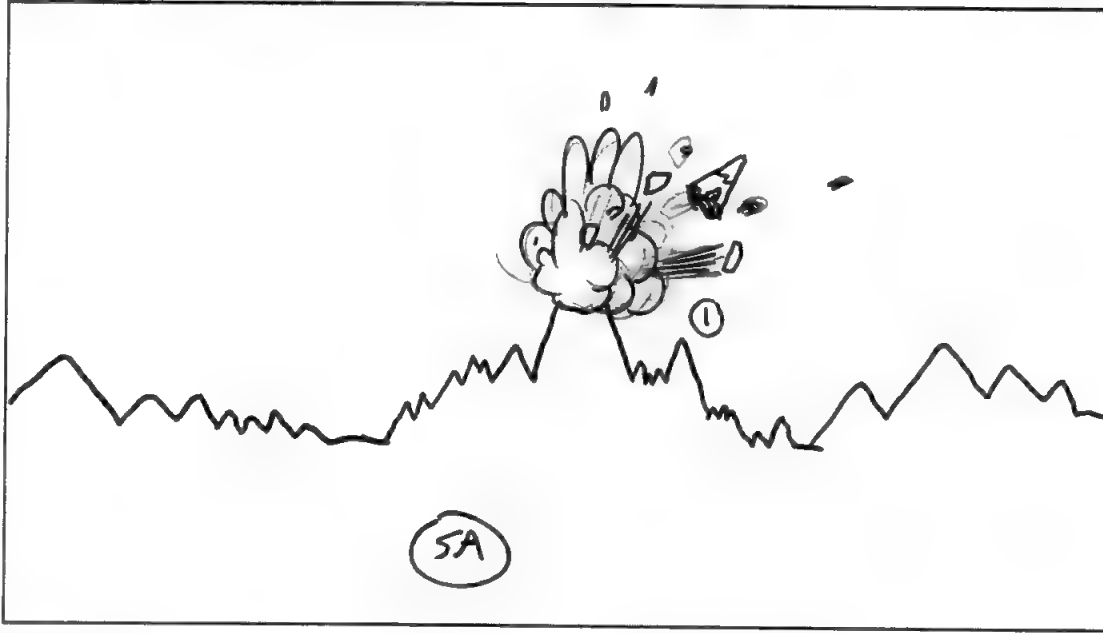
ADVENTURE TIME



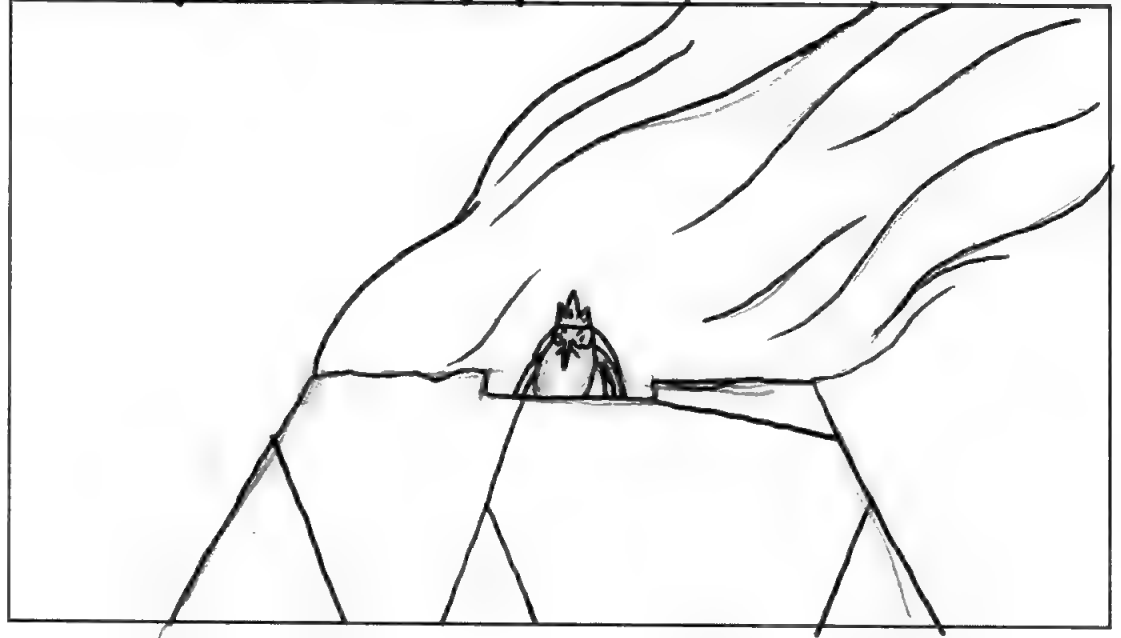
Handwritten: *Hu Cut*

Page 150

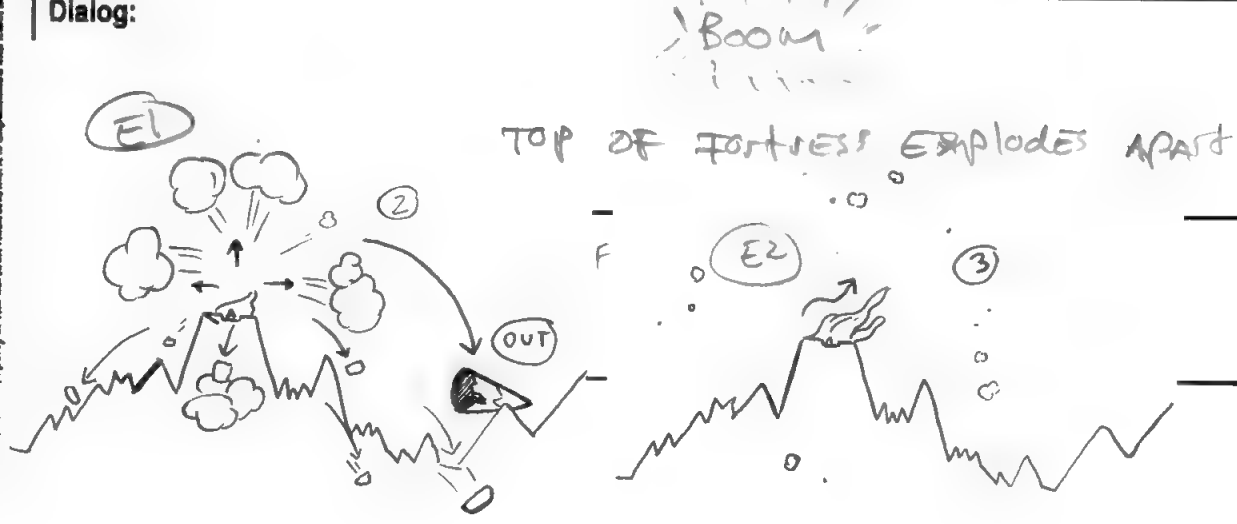
Sc. 133 *CONT* Pnl. E Bg. day night



Sc. 134 Pnl. A Bg. day night



Dialog:



JAN 31 2014

EPISODE #

Production :

1025-170

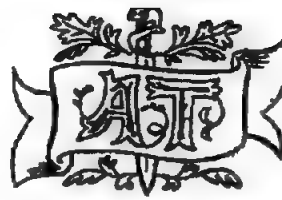
1025/170

1025/170

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1025/170

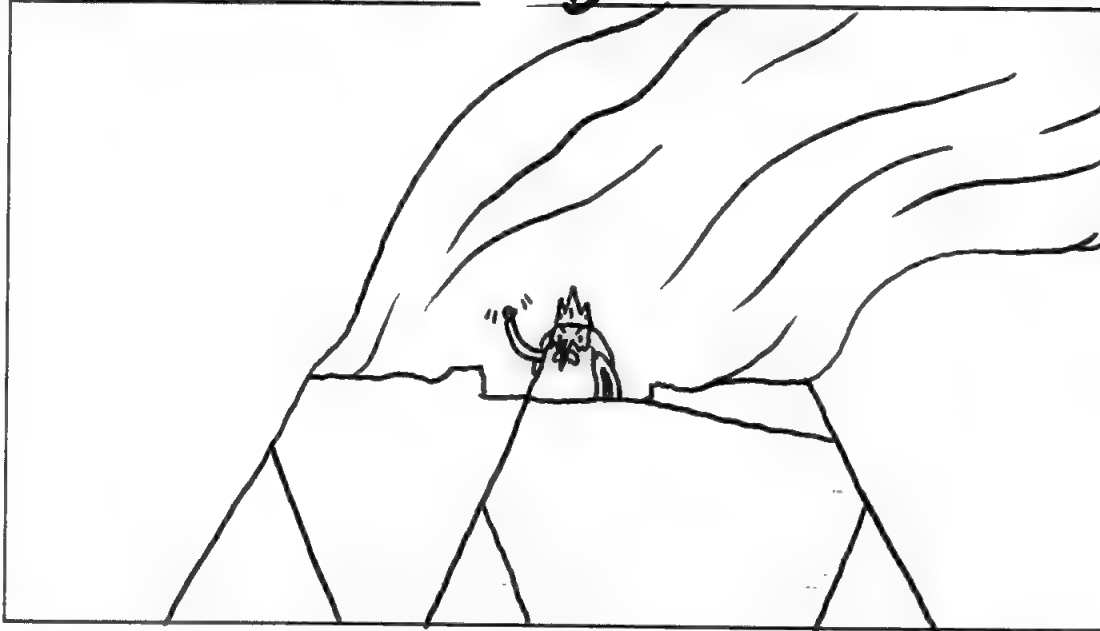
ADVENTURE TIME



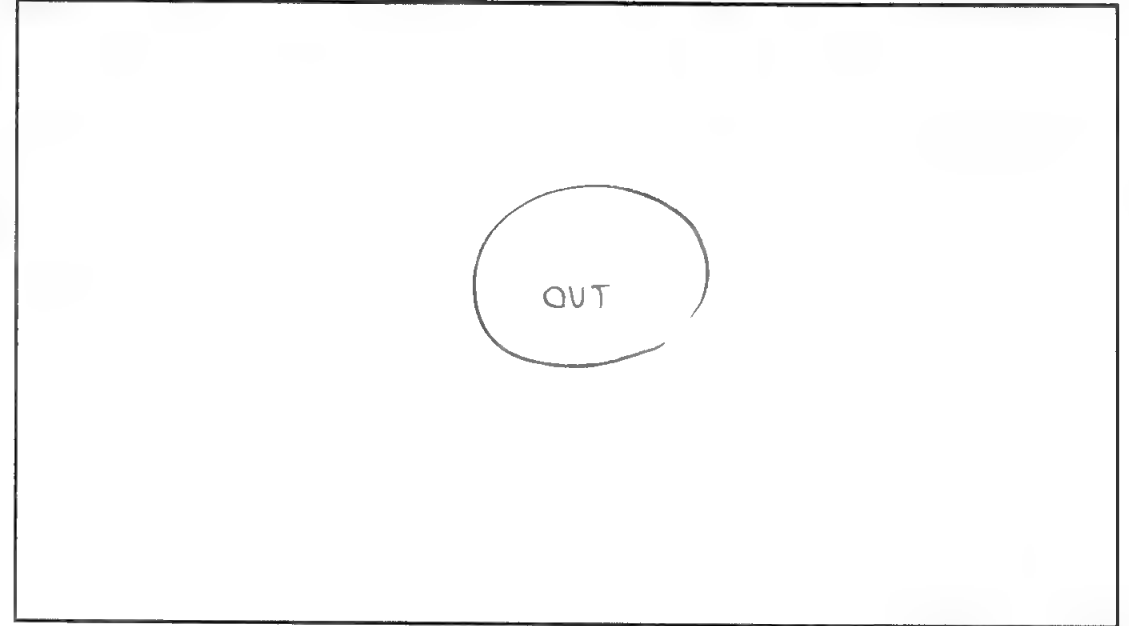
Cont

Page **151**

Sc. **134** *CONT* Pnl. **B** Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Ice king/ Yo leave me out of it!

Action:

Timing:

JAN 31 2014

EPISODE #

Production :

1025-170

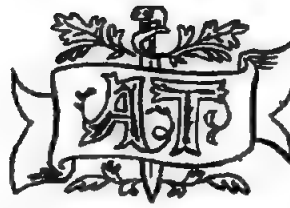
1025/170

1025/170

1025/170

Cut

ADVENTURE TIME



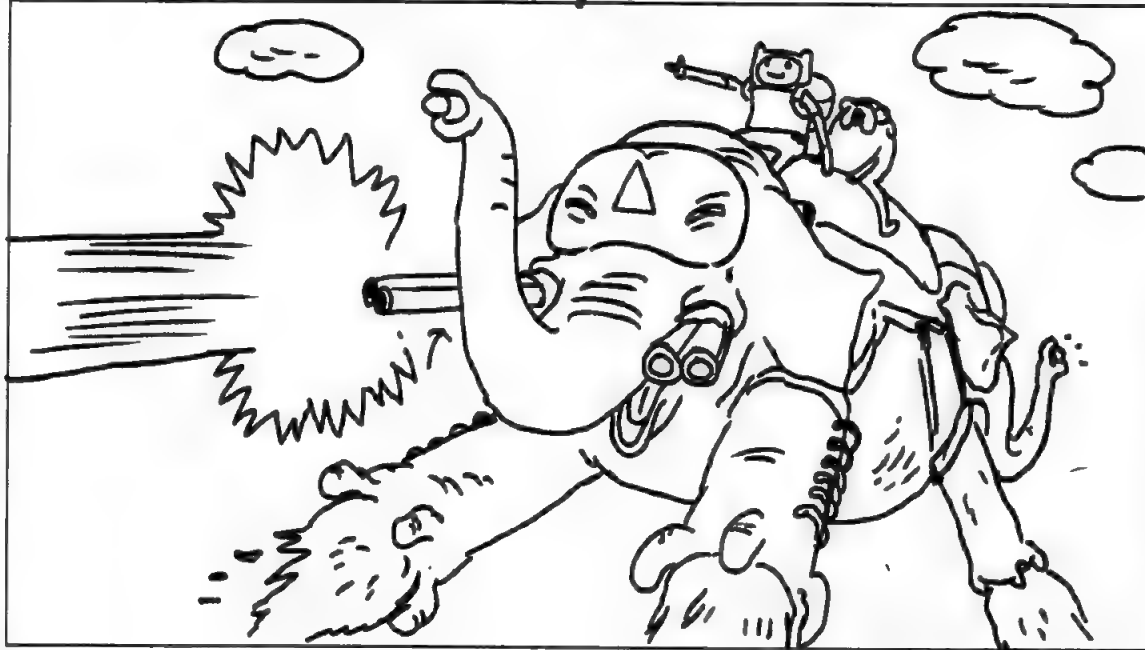
Page 152

Sc. 135

Pnl. A

Bg.

day night

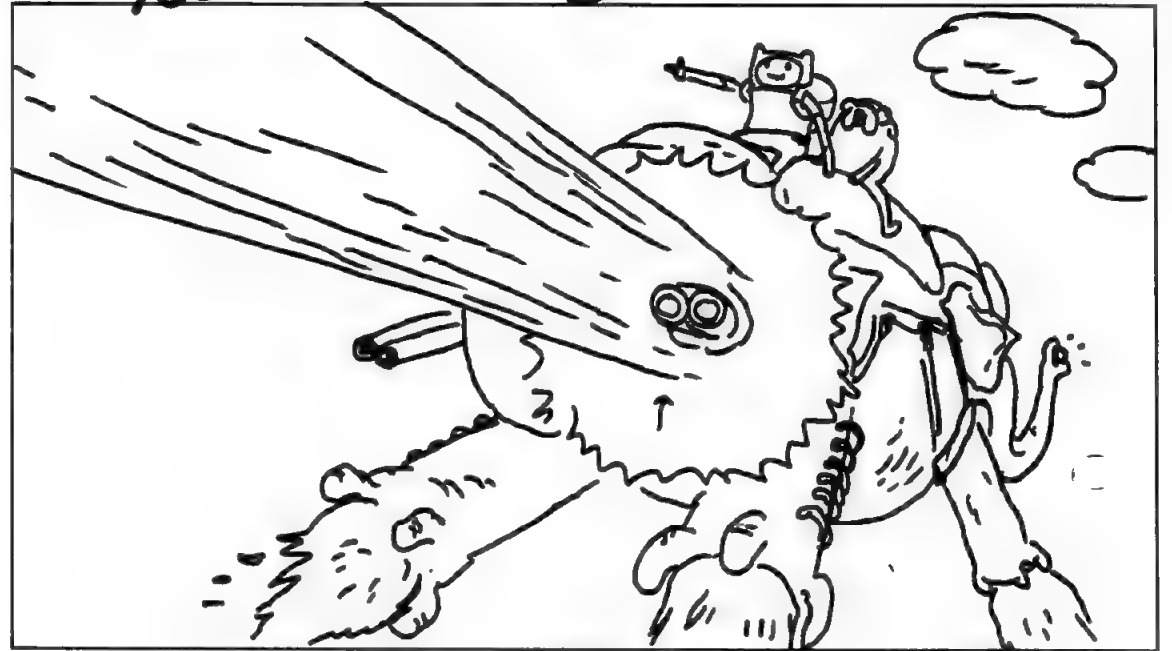


Sc. 135 CONT

Pnl. B

Bg.

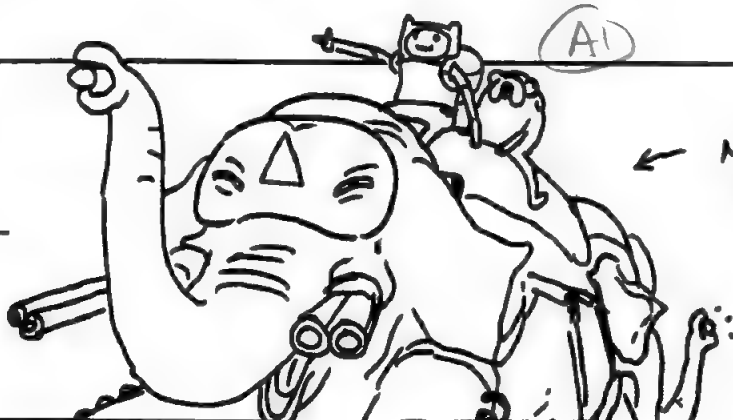
day night



Dialog:

(SFX) / KA-BLAM!

Action:



← NEUTRAL
Pos.

(SFX) / KA-BLAM!

RAPID-FIRE

(A) / (B) / (A) / (B)

JAN 31 2014

Timing:

EPISODE #

1025-170

1025/170

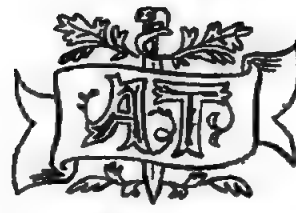
Production :

1025/170

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Cent

ADVENTURE TIME



Sc. **136** Pnl. A Bg. day night

Sc. **136 CONT** Pnl. B Bg. day night

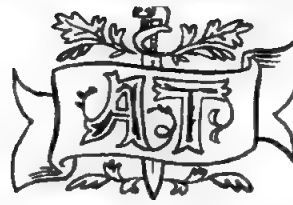
Page **153**
153A - NEXT
day night

Dialog:	(SFX) / KA-	(SFX) / BLAM!!!!
Action:	- MUSCLEMAN MUTANT C. P. CLCS.	
Timing:	JAN 31 2014	

EPISODE # 1025-170

Production :

ADVENTURE TIME



Sc. 136 **CONT** Pnl. C

Bg.

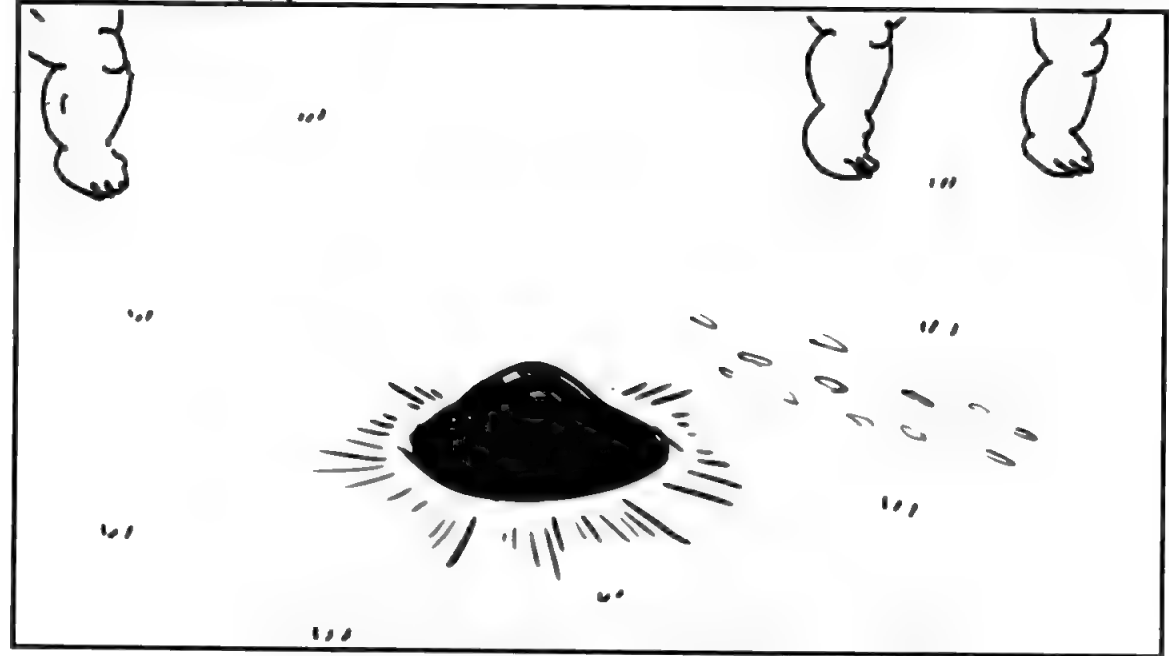
day night



Sc. 136 **CONT**

Pnl. D

Bg.



Page 153A

154-NEXT
day night

Cut

Dialog:

Action:

Timing:

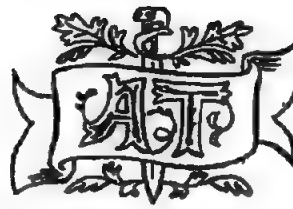
JAN 31 2014

EPISODE # 1025-170

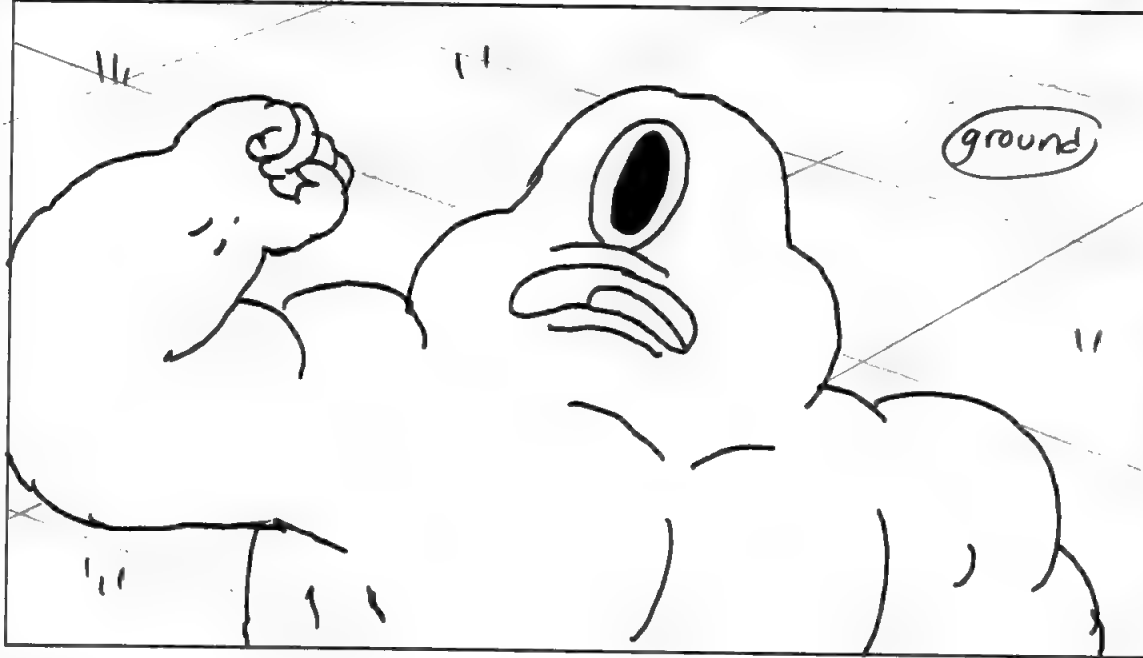
Production:

1025/170

ADVENTURE TIME



Sc. **137** Pnl. **A** Bg. day night



Sc. **137 CONT** Pnl. **B** Bg. day night



Page **154**
154A-NEXT
day night

Dialog:

(SFX) / KA-

(SFX) / BLAM!!!!

Action:

Timing:

JAN 31 2014

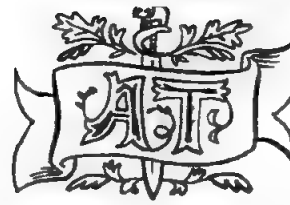
EPISODE # 1025-170

1025/170

Production :

1025/170

ADVENTURE TIME



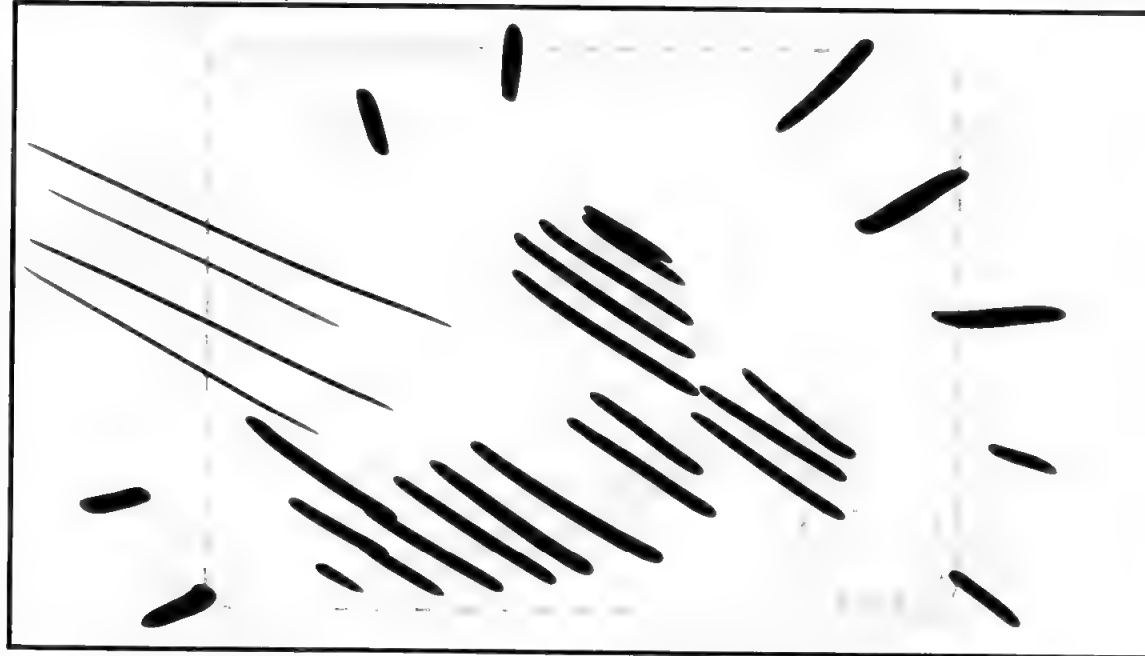
Page 154A
154B. NEXT
day night

Sc. 137 **CONT**

Pnl. C

Bg.

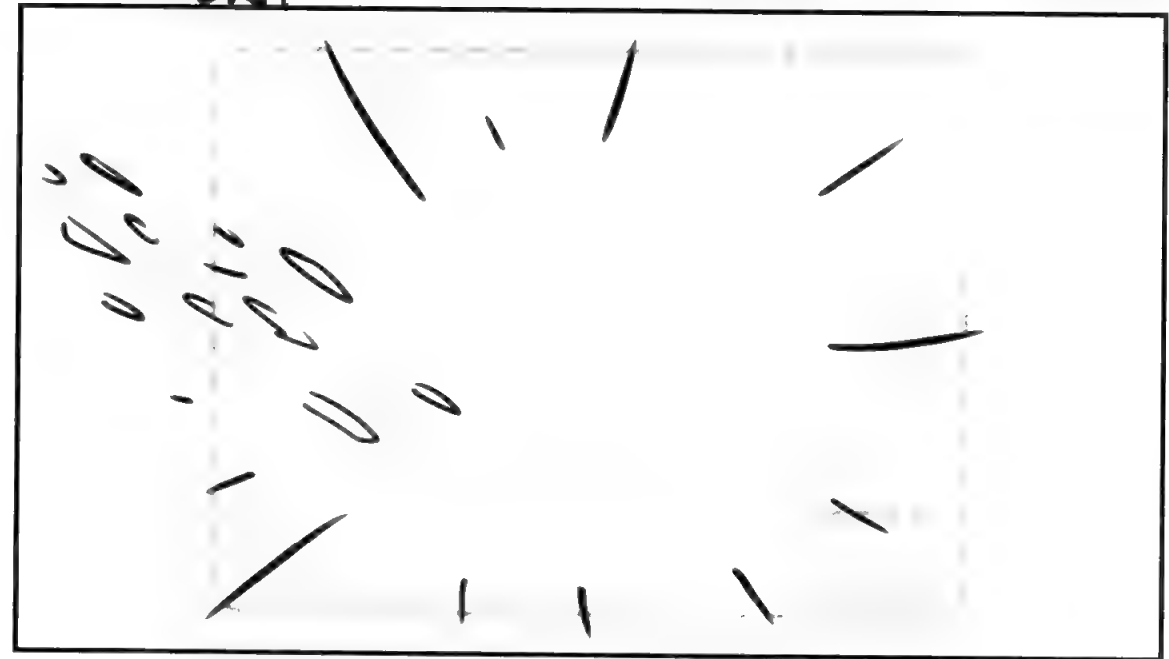
day night



Sc. 137 **CONT**

Pnl. D

Bg.



Dialog:

Action:

Timing:

JAN 31 2014

EPISODE # 1025-170

Production:

1025/170

ADVENTURE TIME



Page 154B
155 NEXT
day night

Sc. 137 *CONT*

Pnl. E

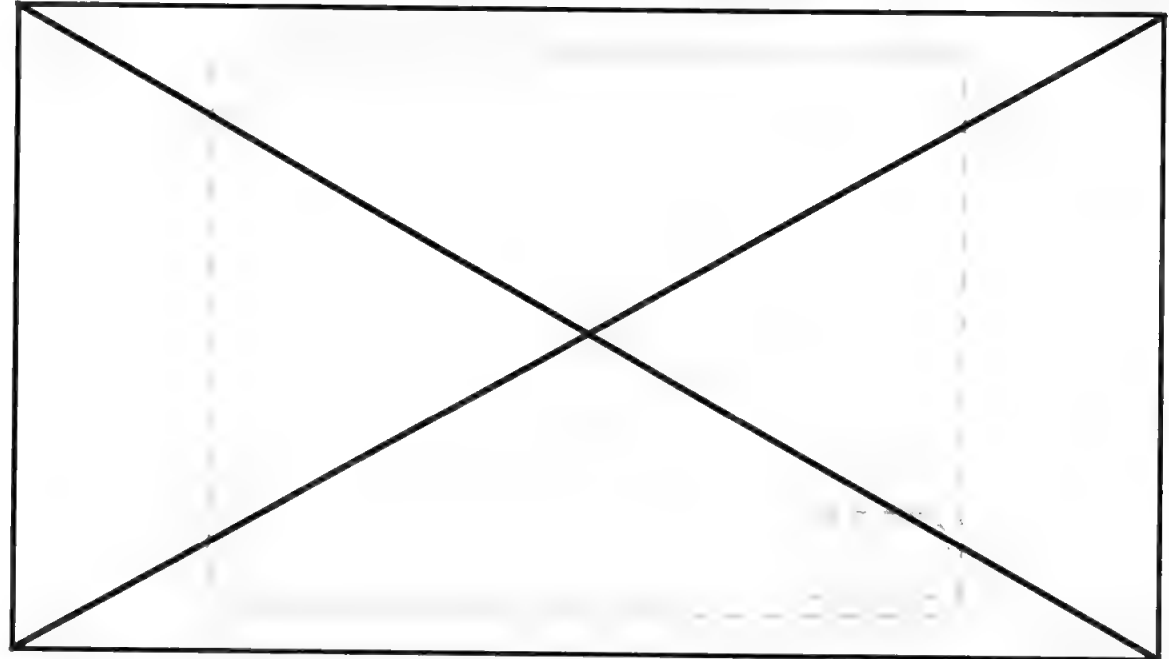
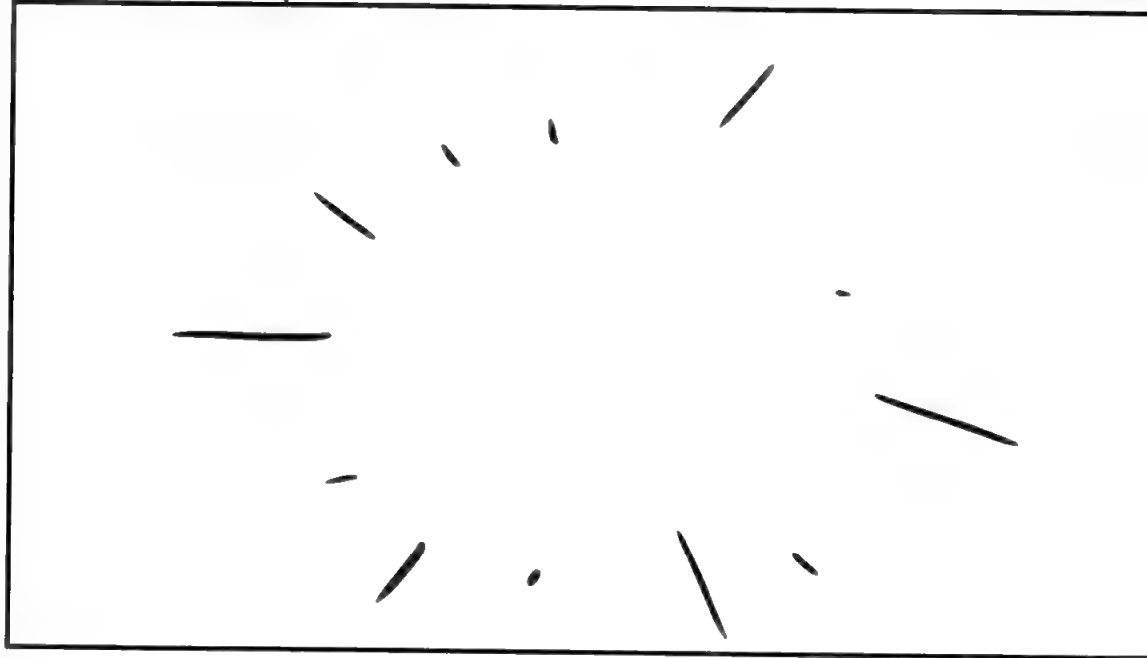
Bg.

day night

Sc.

Pnl.

Bg.



Dialog:

Action:

Timing:

JAN 31 2014

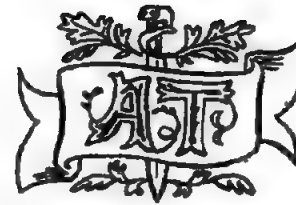
EPISODE # 1025-170

Production:

1025/170

Cut

ADVENTURE TIME



Sc. **138** Pnl. **A** Bg. day night



Sc. **138 CONT.** Pnl. **B** Bg. day night



Dialog:

(SFX) / **KA-BLAM!**

(MAJA) / **NO!**

Action:

Timing:



JAN 31 2014

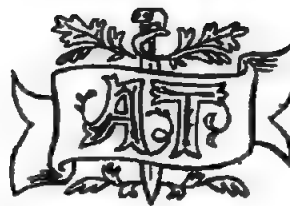
EPISODE # **1025-170**

Production :

1025/170

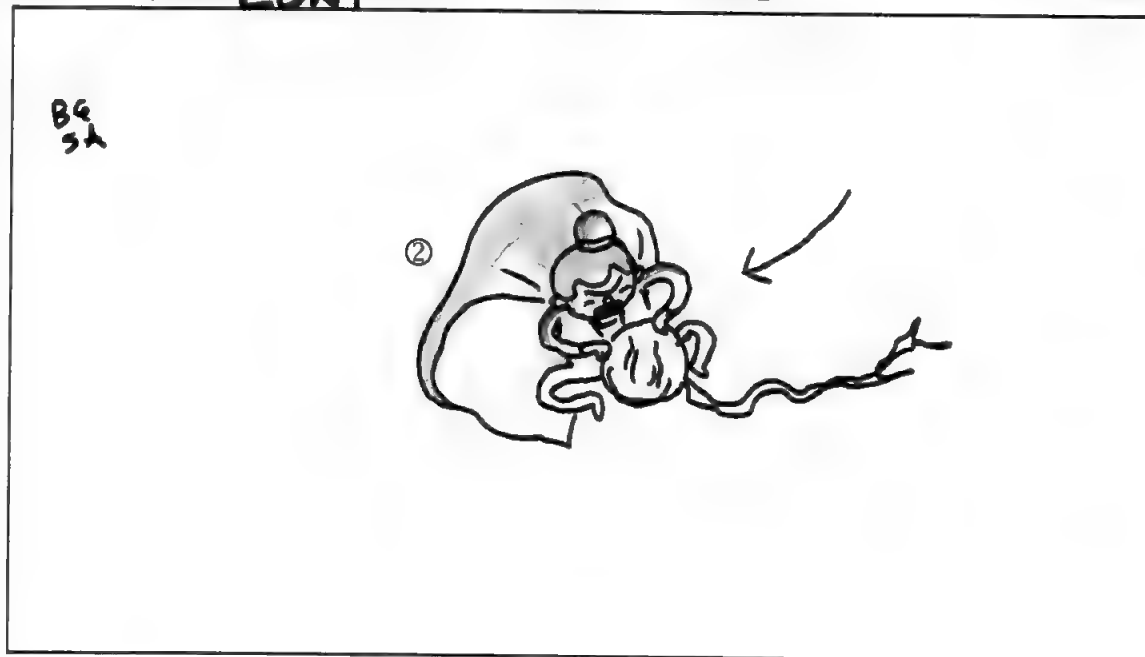
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ADVENTURE TIME

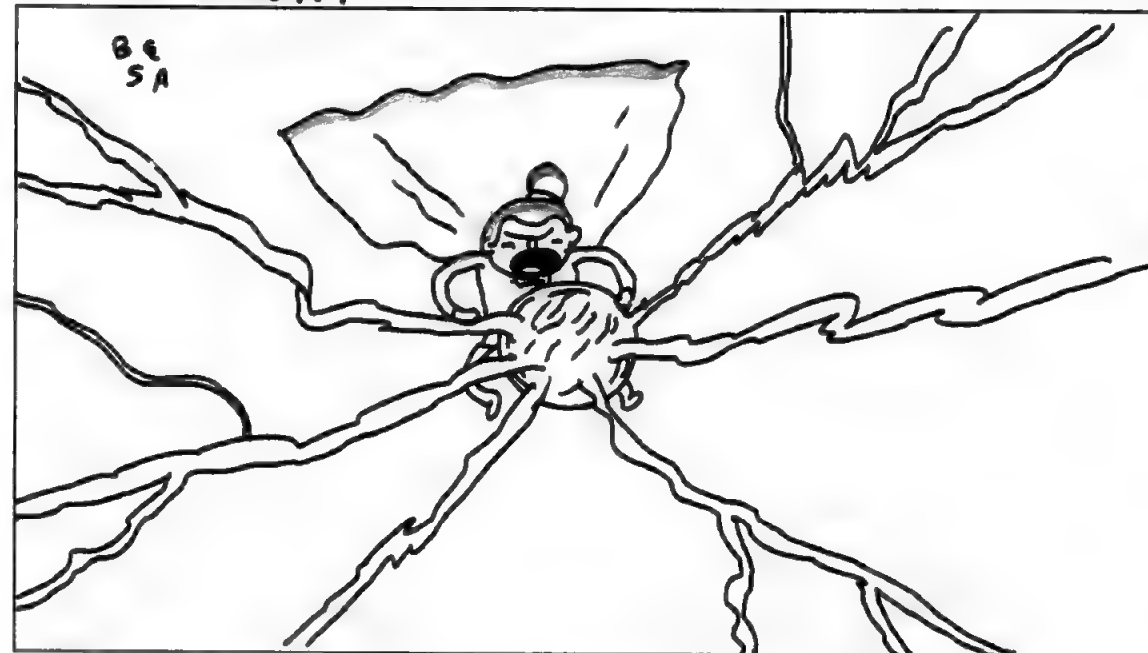


Page **156**

Sc. **138 CONT** Pnl. **C** Bg. day night



Sc. **138 CONT** Pnl. **D** Bg. day night



Dialog:

Ⓜ/ NNN NNNN AHHHH!

Action:

LIGHTNING CHARGE!

Timing:



Lightning shoots as



JAN 31 2014

1025/170

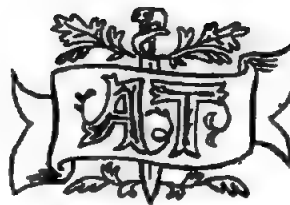
EPISODE #

1025-170

Production :

Cut

ADVENTURE TIME

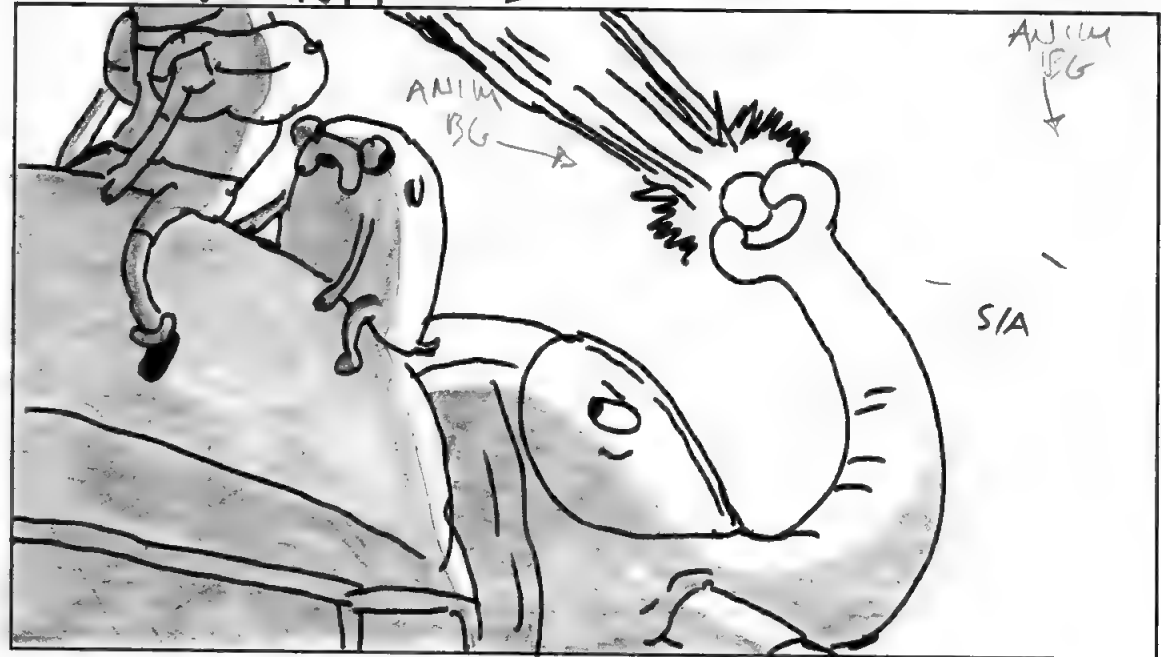


Page **157**

Sc. **139** Pnl. **A** Bg. day night



Sc. **139 CONT** Pnl. **B** Bg. day night



Cut

EPISODE # **1025-170**

Dialog:

(SFX) / **ZZBLAM**

Action:

2ND TRUNK LAZER AT MAJA.

Timing:



(B1) JAN 31 2014

Production :

1025/170

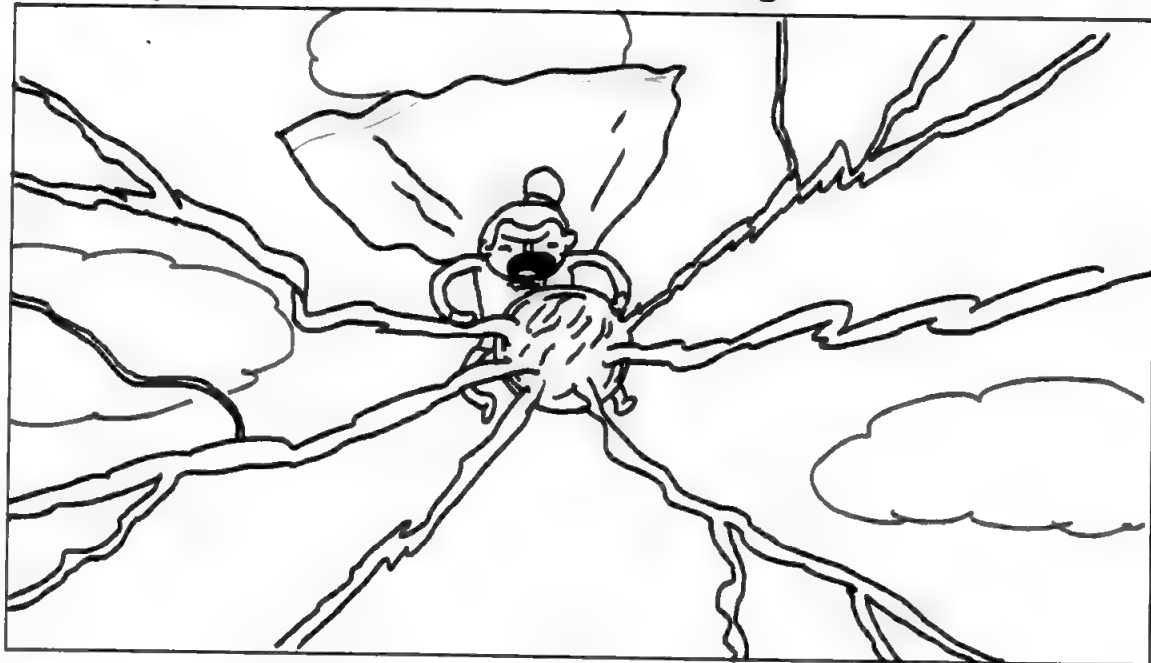
Cut

ADVENTURE TIME

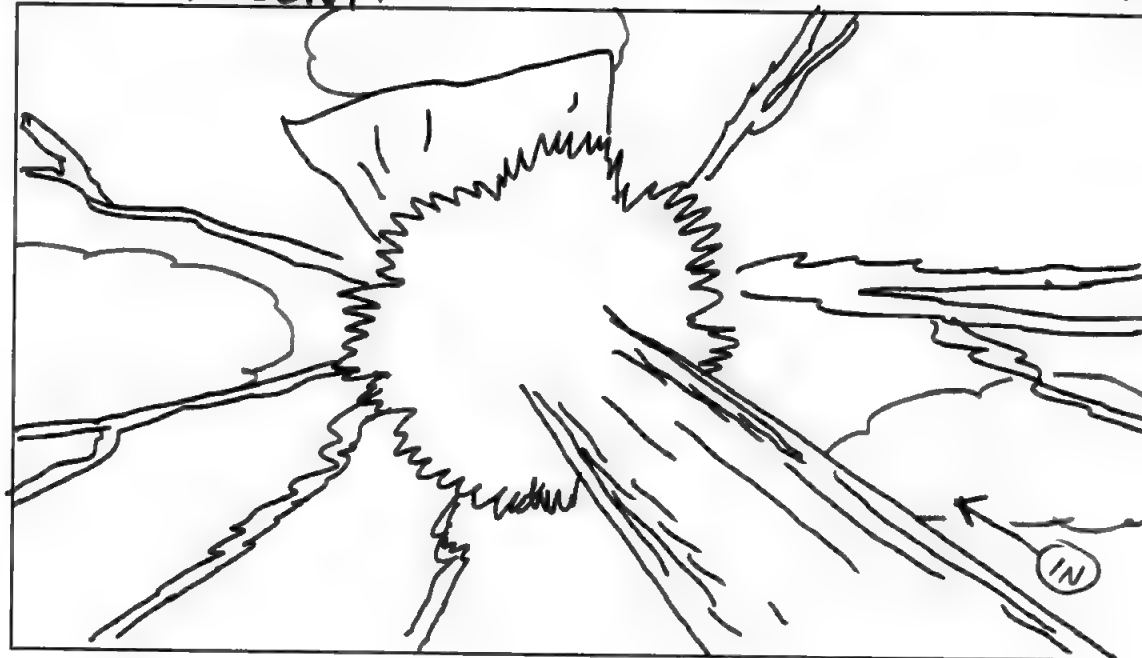


Page **158**

Sc. **140** Pnl. **A** Bg. day night



Sc. **140 CONT.** Pnl. **B** Bg. day night



Dialog:

(SFX) **POW!**

Action:

LAZER
ZAPPED .

Timing:

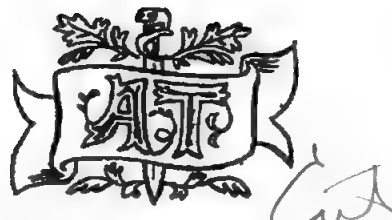
JAN 31 2014

EPISODE # 1025-170

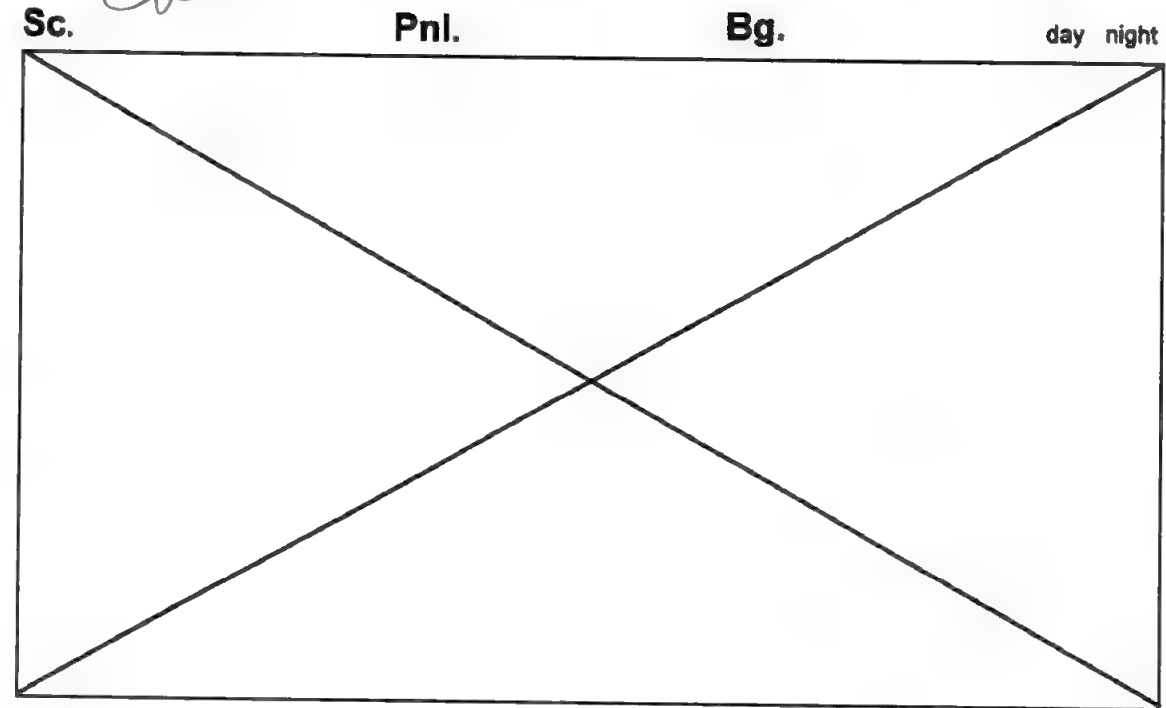
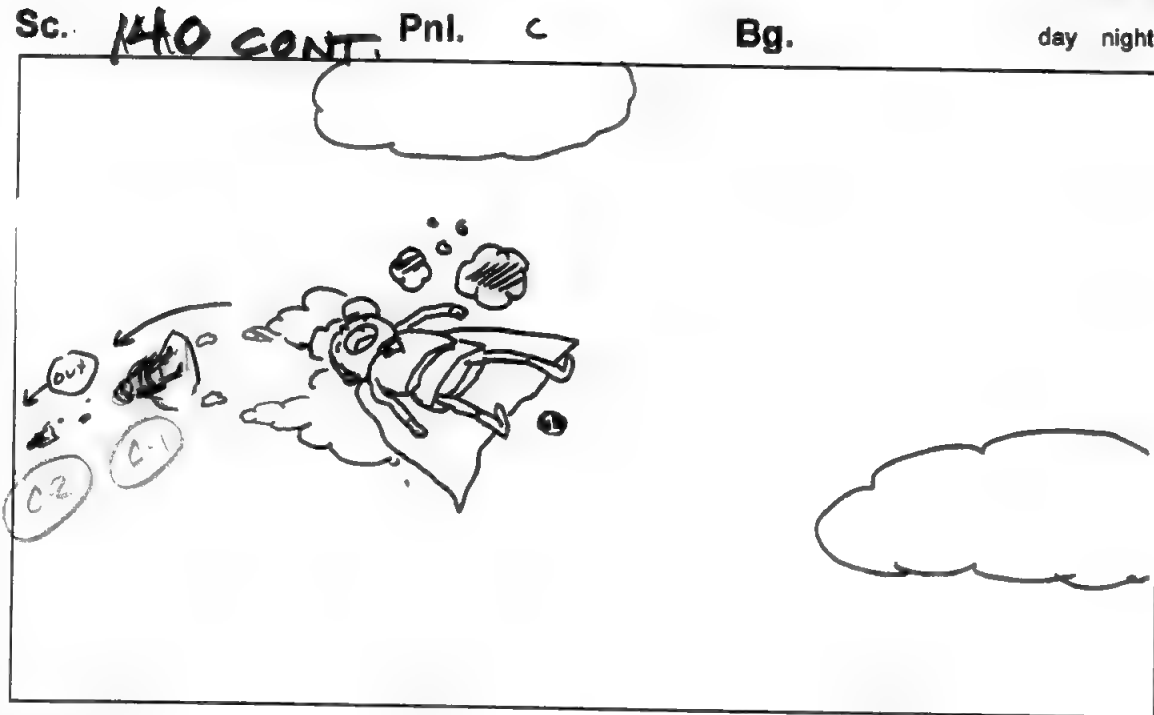
Production :

1025/170

ADVENTURE TIME



Page **159**



Dialog:	(MAJA) / BAHH!
Action:	FALLS OUT OF SKY
Timing:	JAN 31 2014

1025-170

EPISODE #

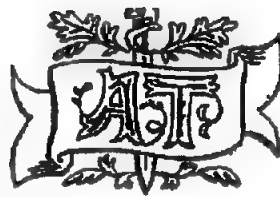
Production :

1025/170

1025/170

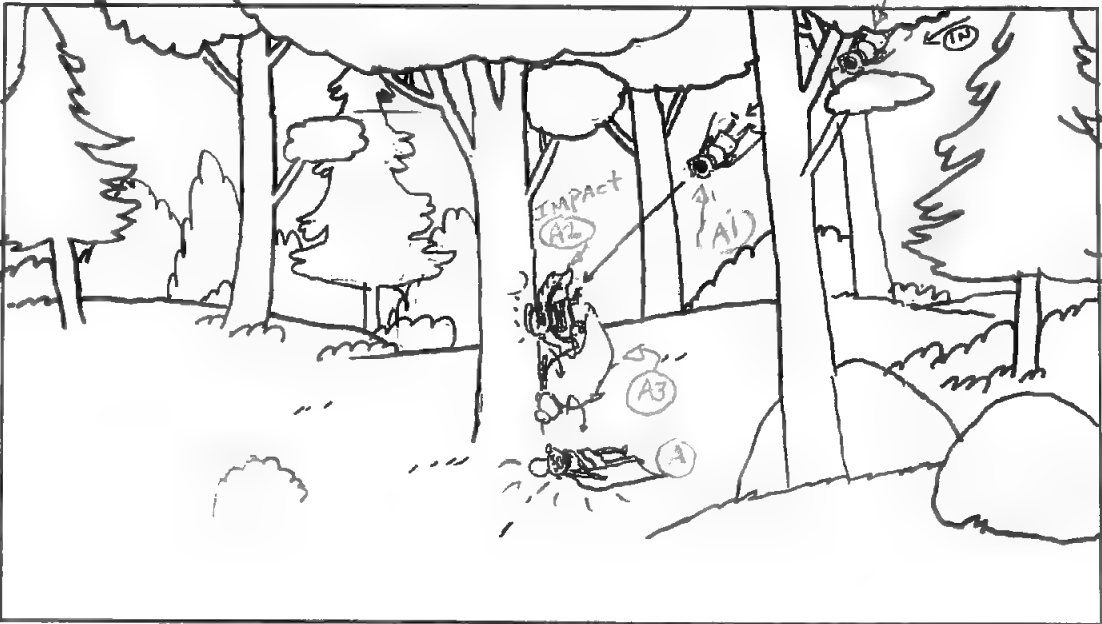
Cut

ADVENTURE TIME

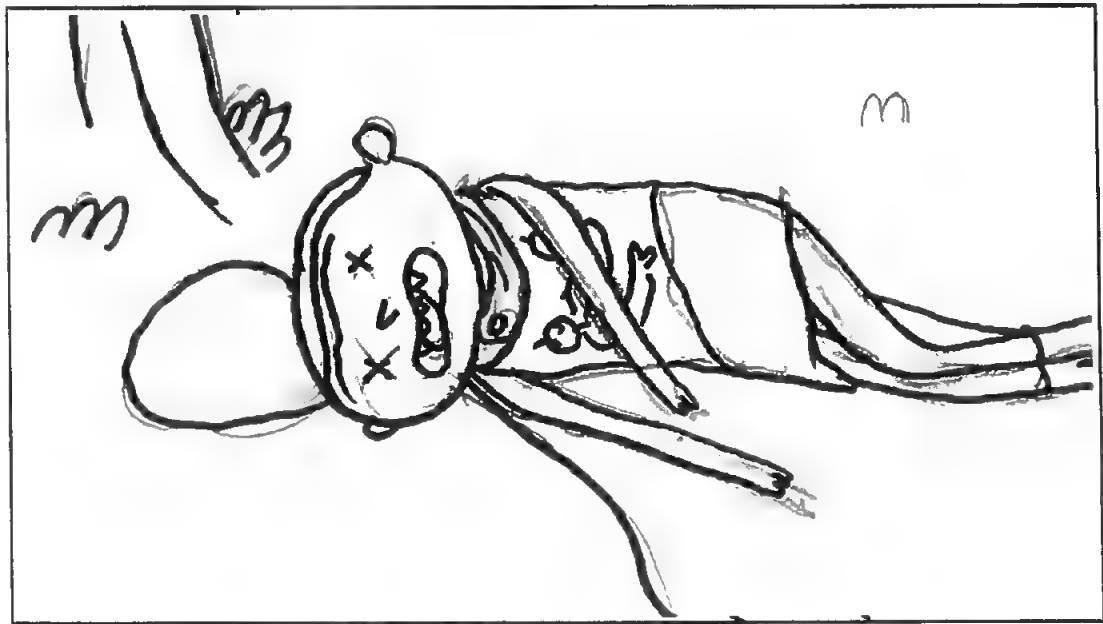


REVISED
02/13/14

Sc. 141 Pnl. A Bg. day night



Sc. 142 Pnl. A Bg. day night



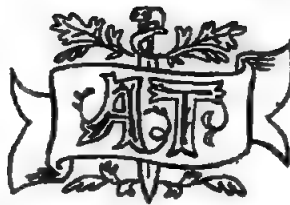
Dialog: Maja ① Ahhhh ② sfx/BONK

Action: -M. FLIES ON/S AND HITS TREE THEN GROUND.

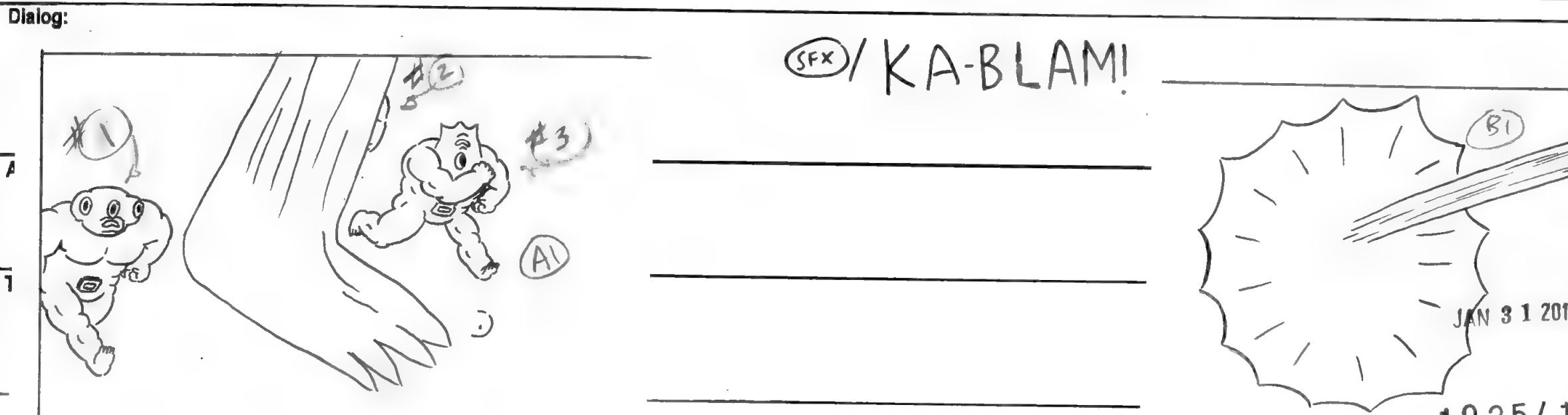
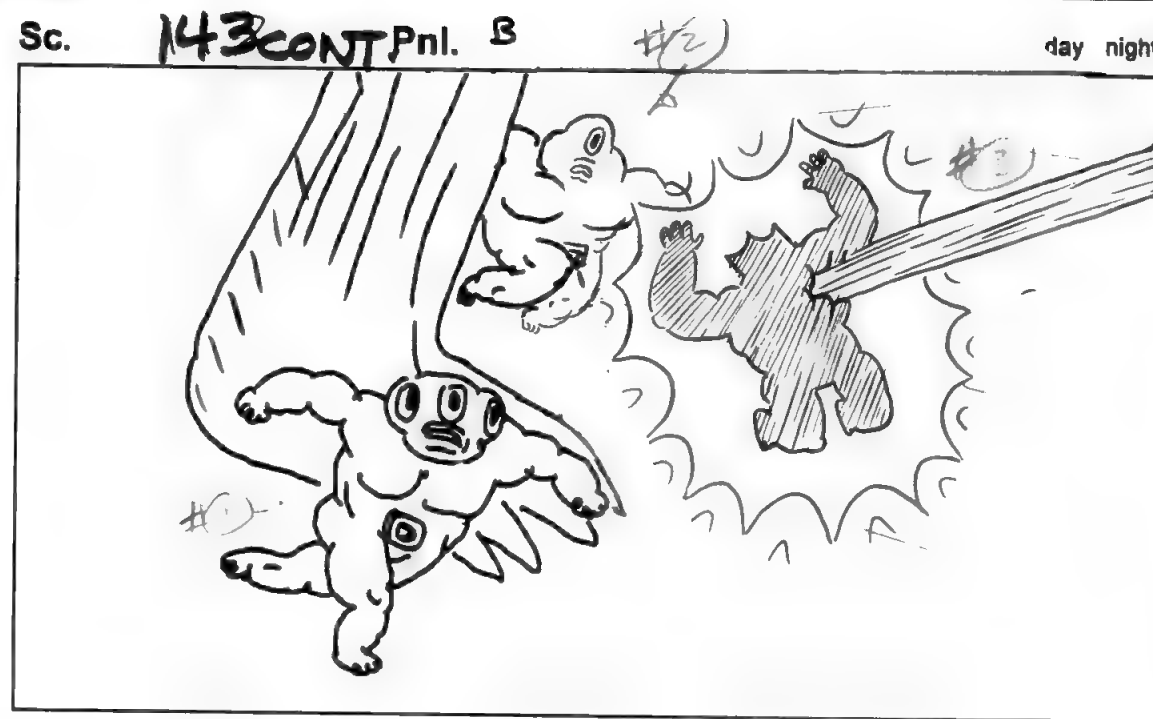
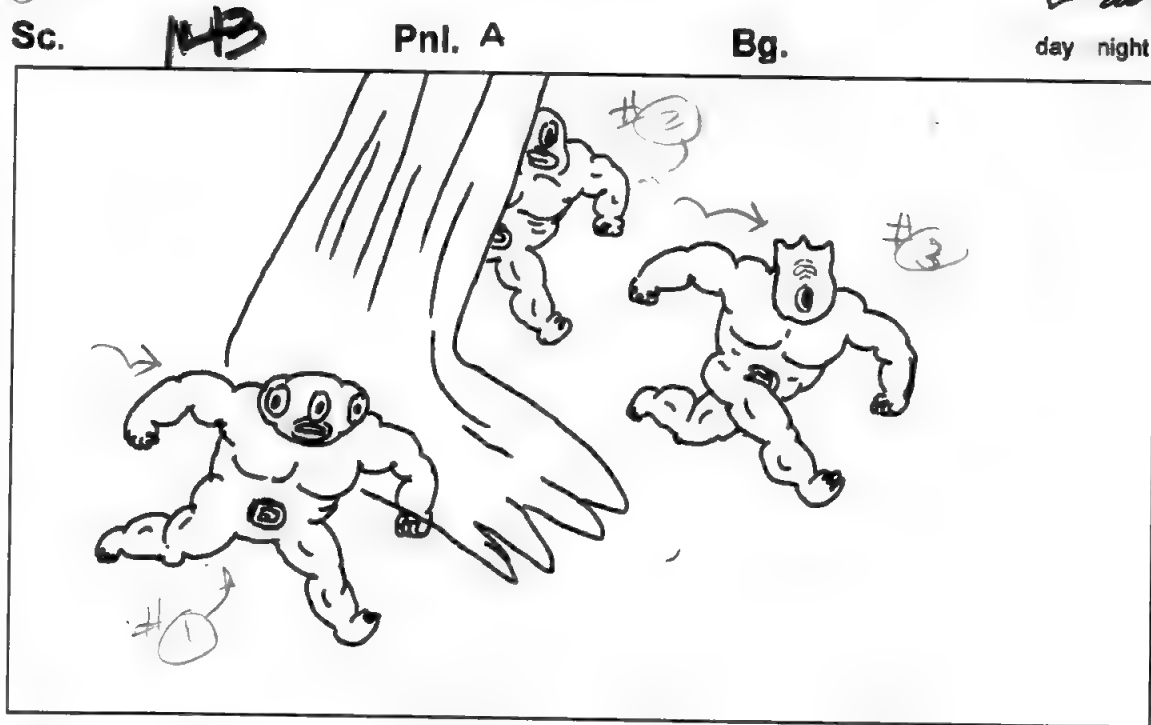
Timing:

EPISODE# 1025-170
Production :

ADVENTURE TIME



Page **161**

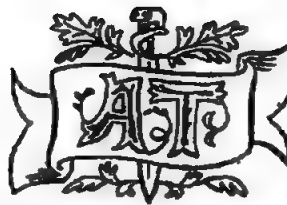


EPISODE # 1025-170

Production :

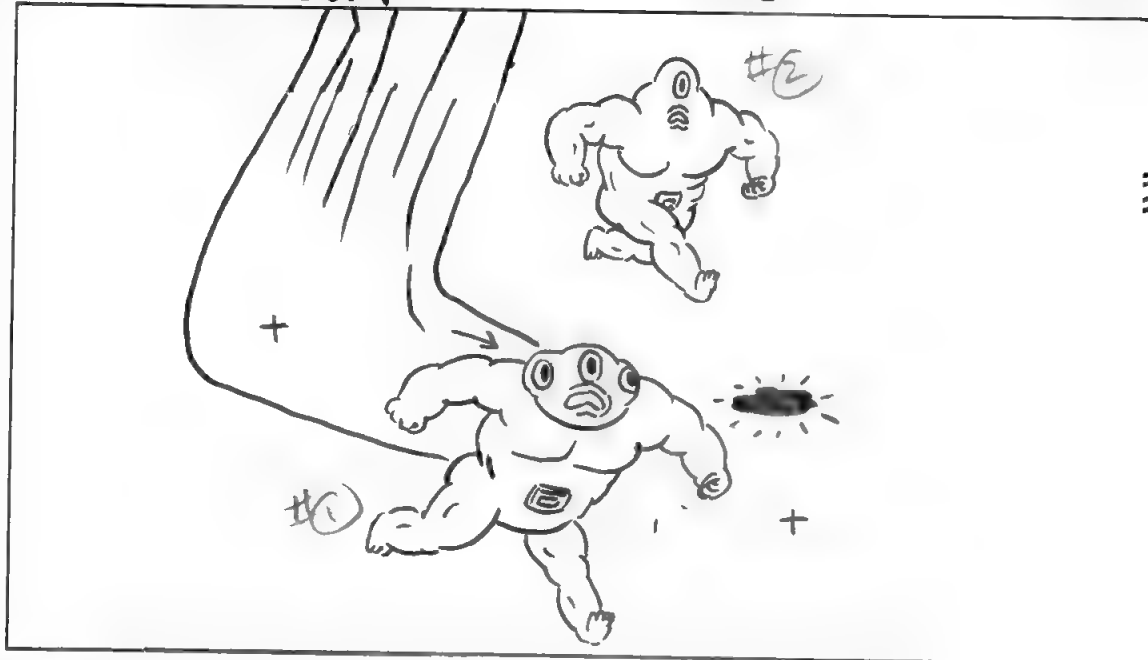
1025/170

ADVENTURE TIME

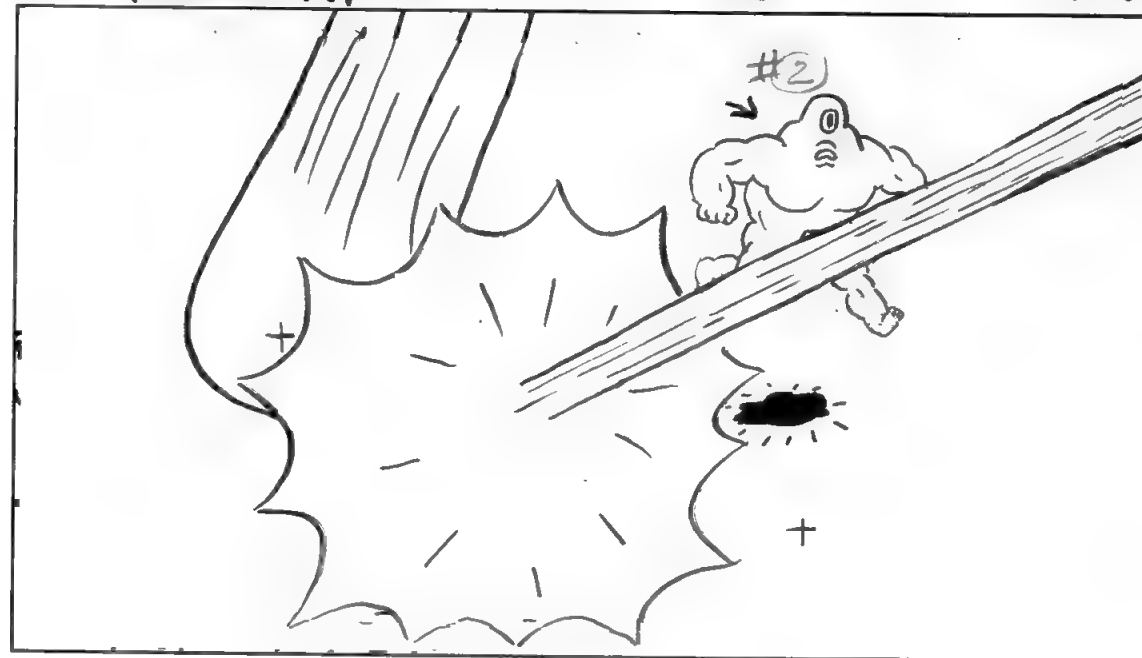


Page **162**
162A-NEXT
 day night

Sc. **143 CONT** Pnl. **C** Bg. day night

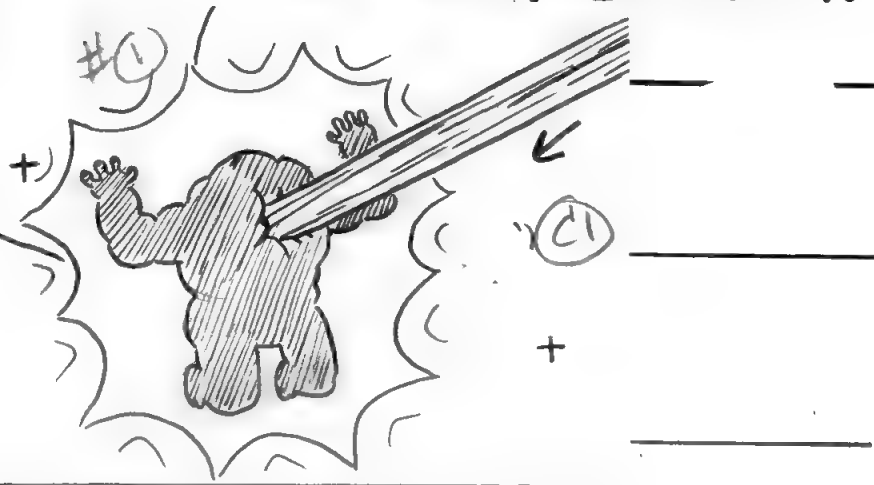


Sc. **143 CONT** Pnl. **D** Bg. day night



Dialog:

(SFX) / **KA-BLAM!**



1025-170

EPISODE #

JAN 31 2014

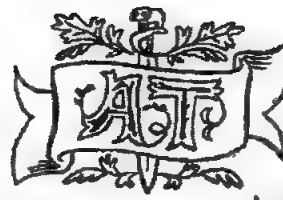
1025/170

1025/170

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Small White, unmarked, 100% cotton.

ADVENTURE TIME



Sc. 143 CONT Pnl. E

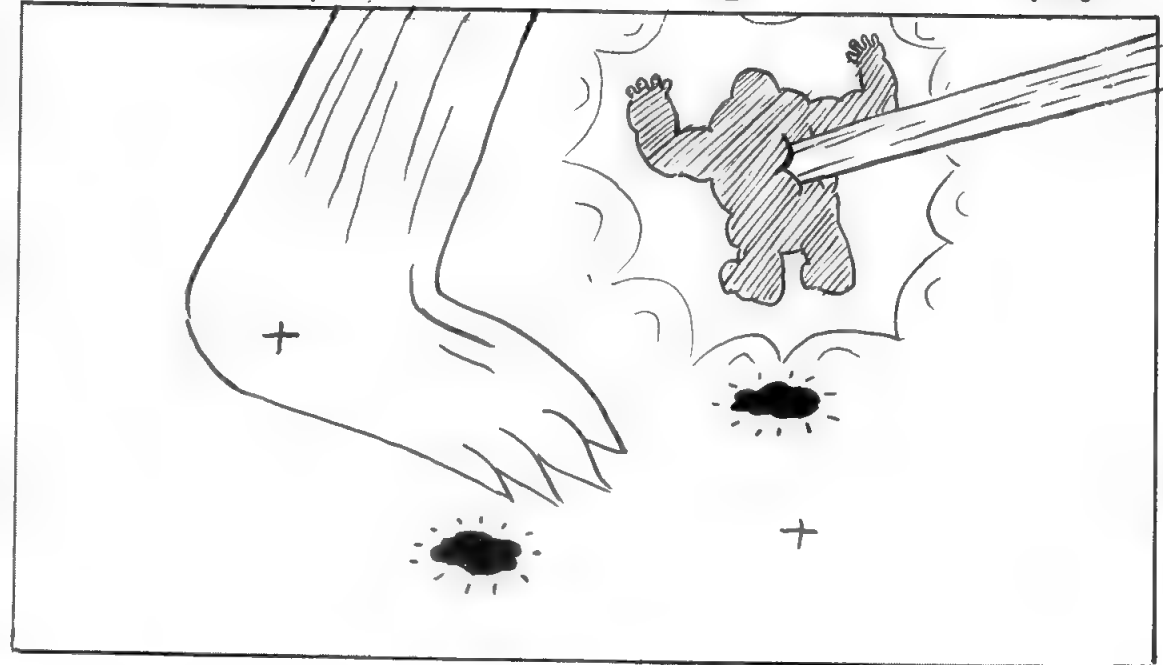
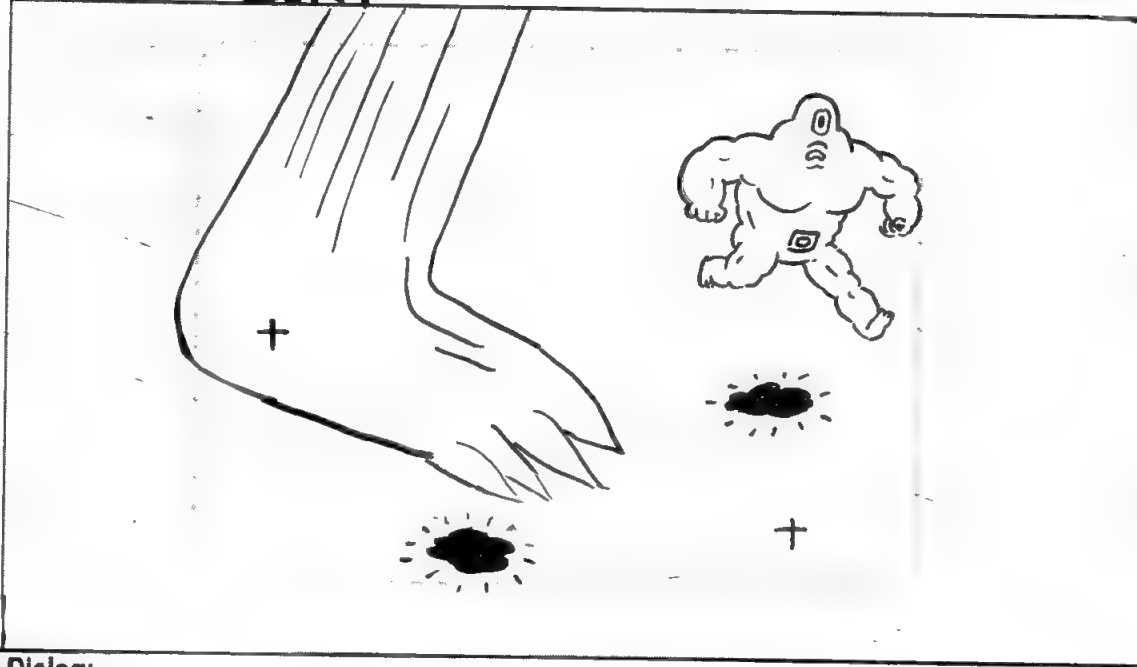
Bg.

day night

Sc. 143 CONT. Pnl. F

Bg.

Page 162A
163 NEXT
day night



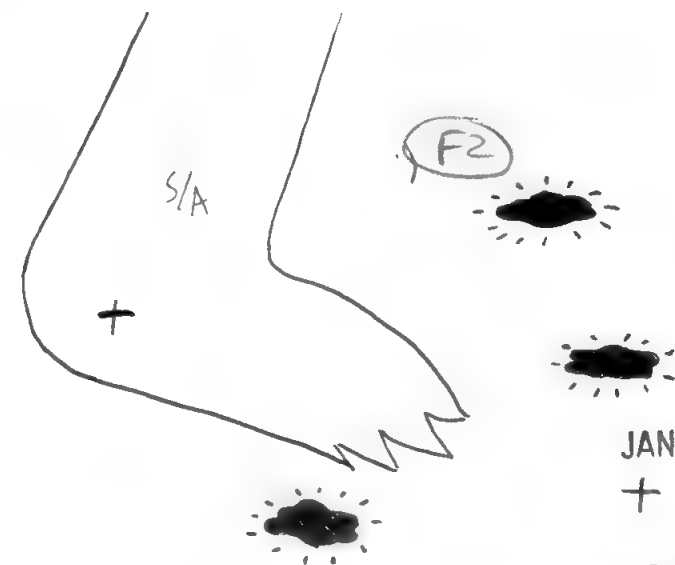
Dialog:

EPISODE #



(SFX) / KA-BLAM!

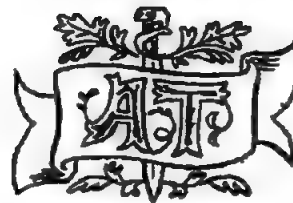
(F1)



JAN 31 2014

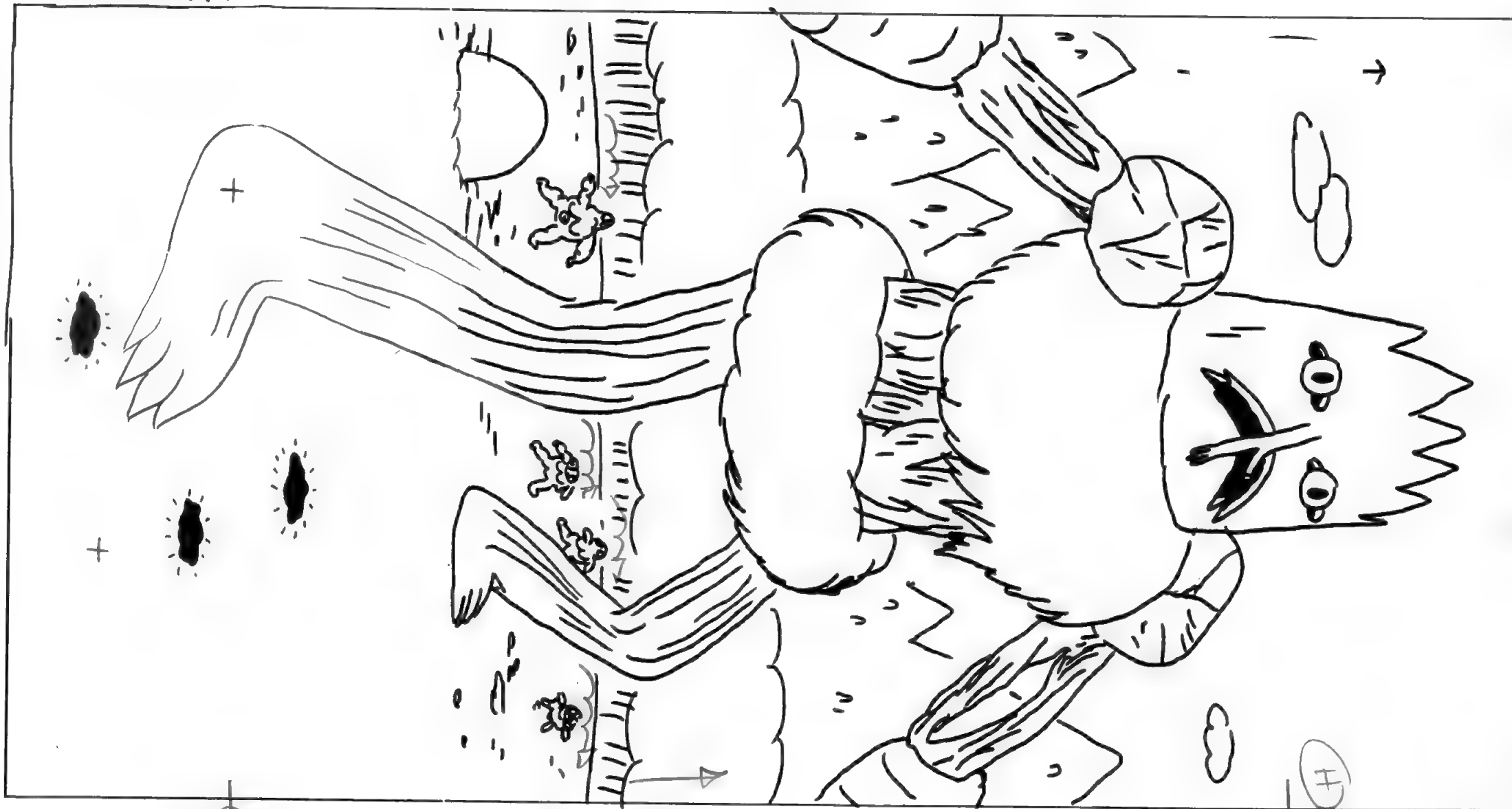
1025/170

ADVENTURE TIME



Page **163**

143 CONT.



Sc.

143

r

Bg.

day night

1025-170

EPISODE #

Production :

JAN 31 2014

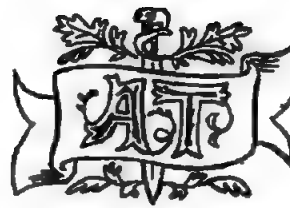
1025/170

(5) start

var +
par
up

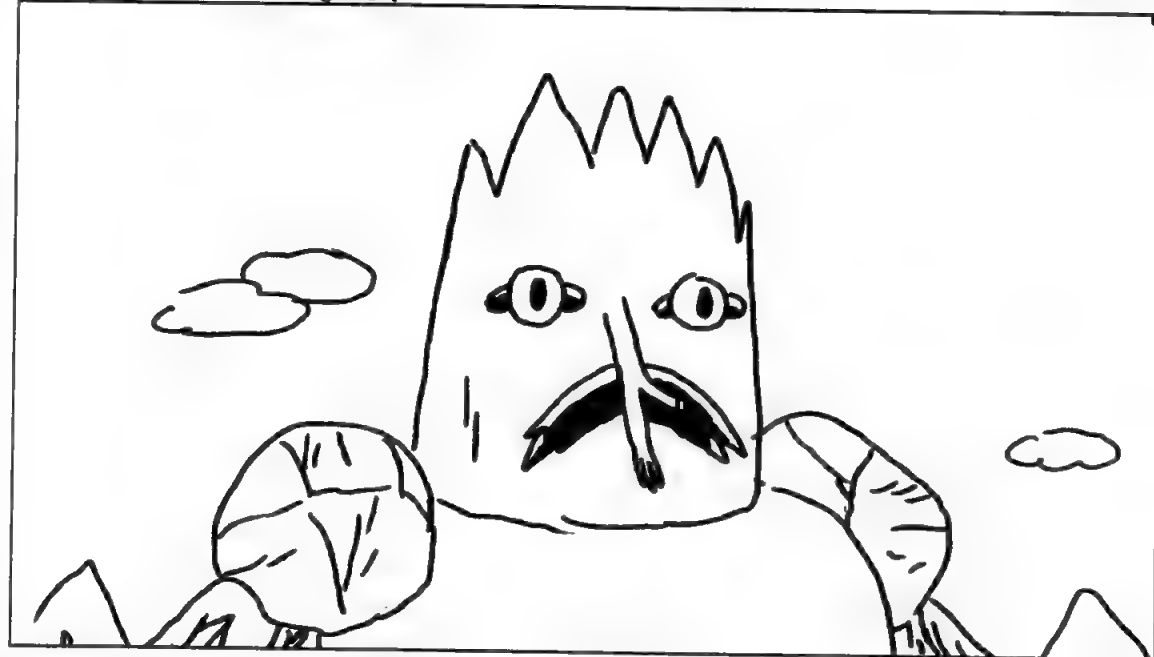
(H) stop
A

ADVENTURE TIME

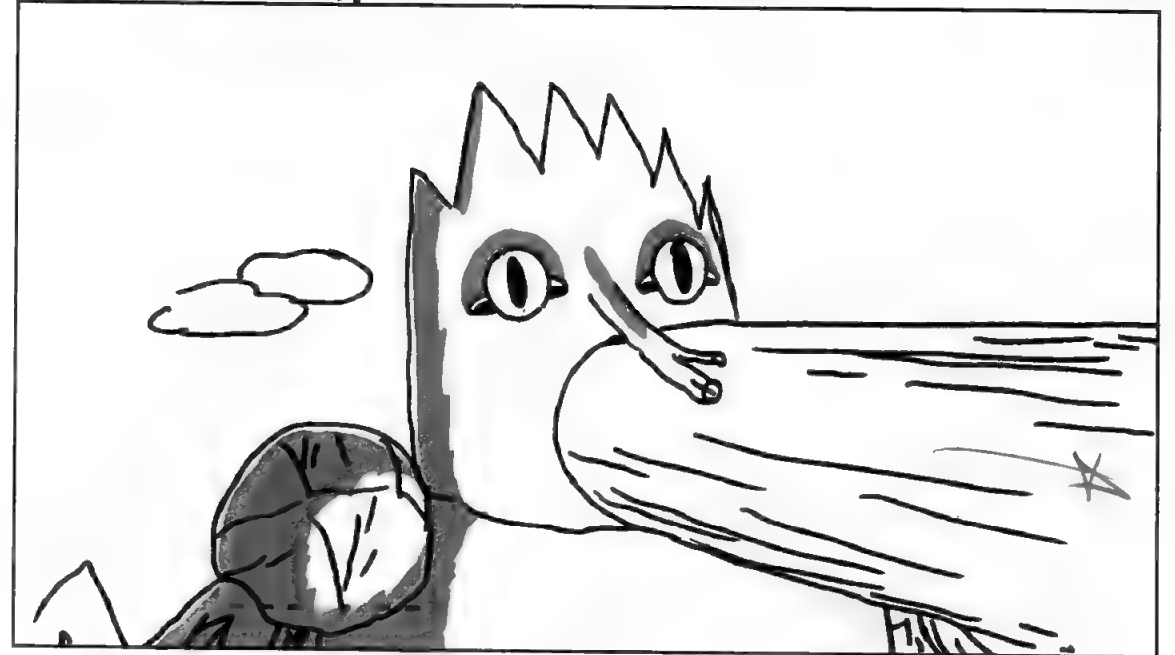


Page **164**

Sc. **143 CONT.** Pnl. **I** Bg. day night



Sc. **143 CONT.** Pnl. **J** Bg. day night



Dialog:	<u>Darren</u> / YEAH RIGHT.	(SFX) / ZOM!!!!
Action:	- DARREN FIRES ENERGY BLAST FROM MOUTH.	
Timing:		

JAN 31 2014

Cut

1025-170

EPISODE #

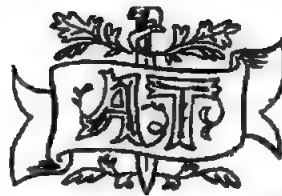
Production :

1025/170

1025/170
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CW

ADVENTURE TIME



Sc. 144

Pnl. A

Bg.

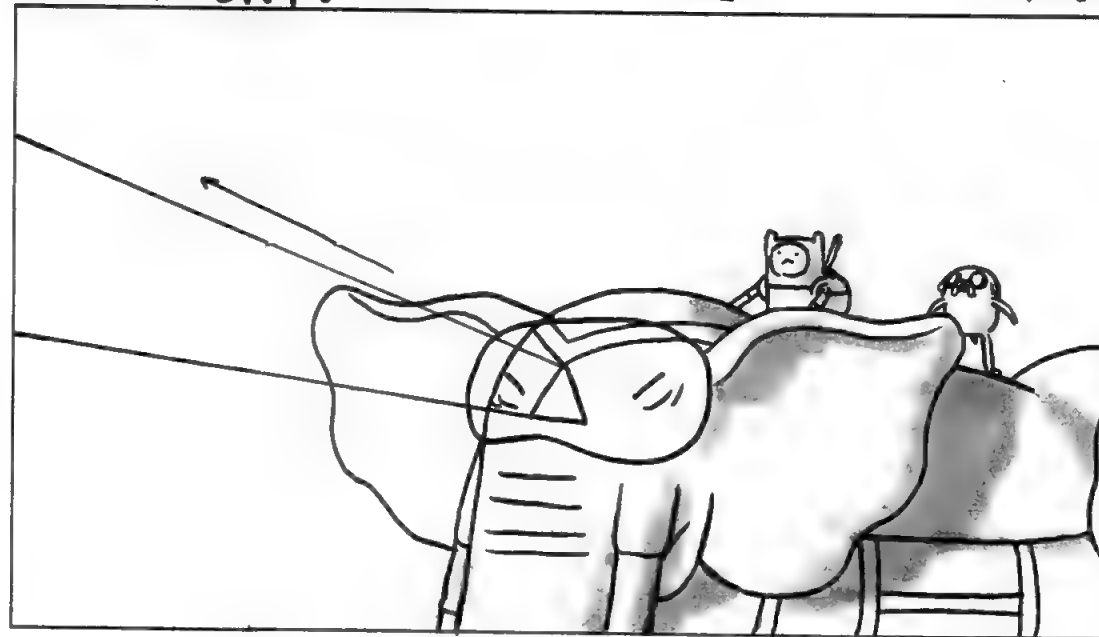
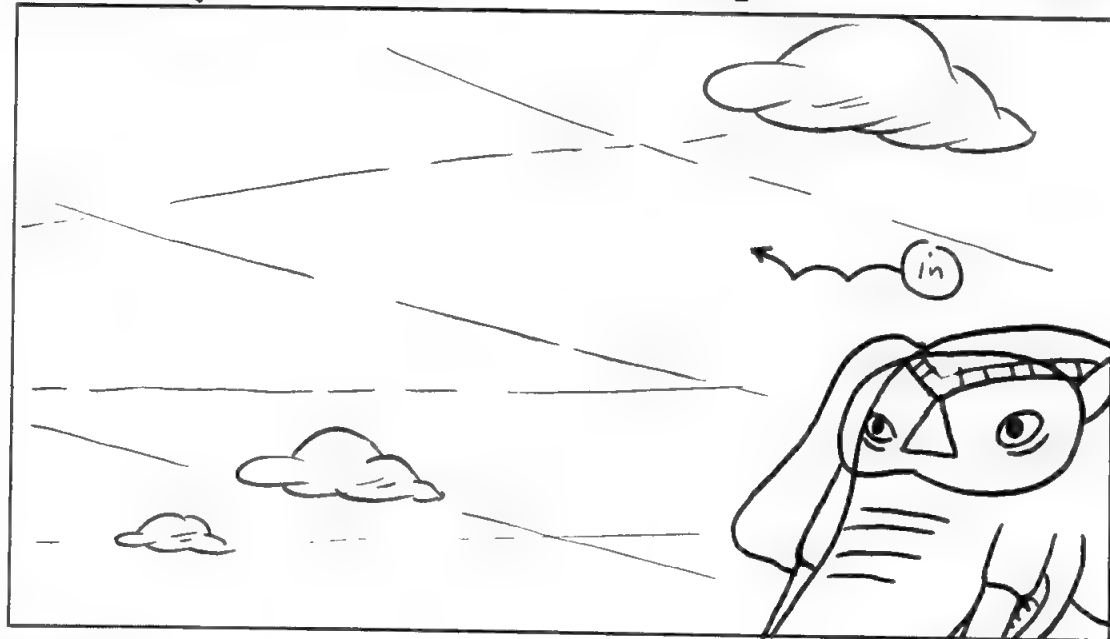
day night

Sc. 144 CONT.

Pnl. B

Bg.

Page 165
day night



Dialog:

sfx/ ZOM :

Action:

APTWE FIRES PSYCHIC BLAST

Timing:

JAN 31 2014

Production :

EPISODE #

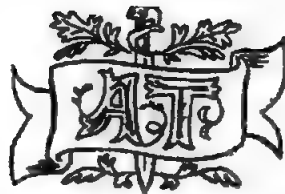
1025-170

1025/17

1025/170
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1025-170
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ADVENTURE TIME

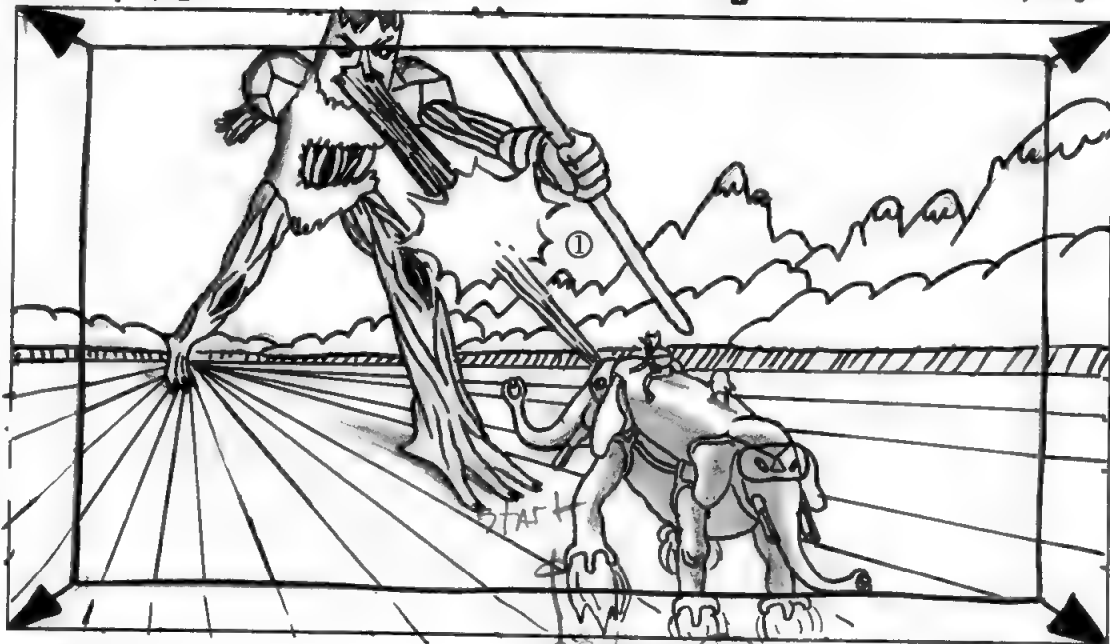


Sc. 145

Pnl. A

Bg.

day night

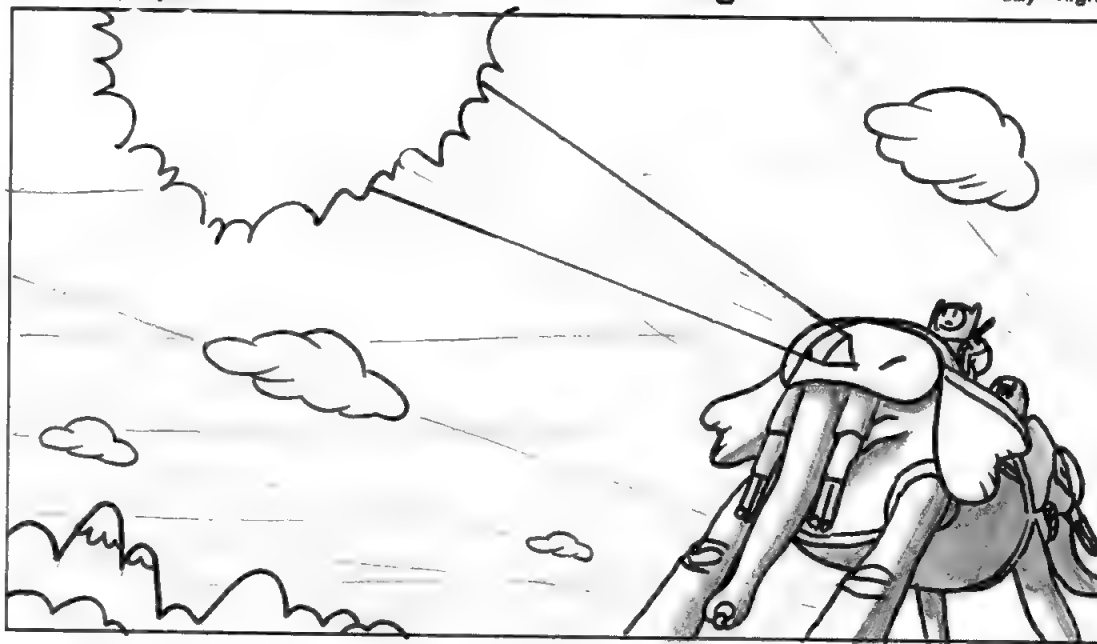


Sc. 146

Pnl. A

Bg.

day night



Dialog:

SFX: *CHOOOM!*

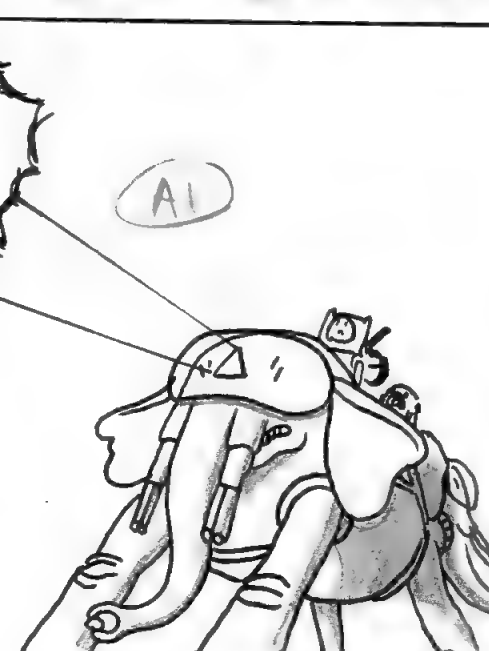
Action:

-APWE FIRES PSYCHIC BLAST THAT INTERCEPTS DARREN'S BLAST

DARREN'S

- BLAST PUSHES TOWARDS APWE

Timing:



Page 166

EPISODE #

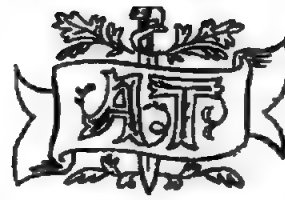
1025-170

JAN 31 2014

Production :

1025/170

ADVENTURE TIME



Sc. 147

Pnl. A

Bg.

day night

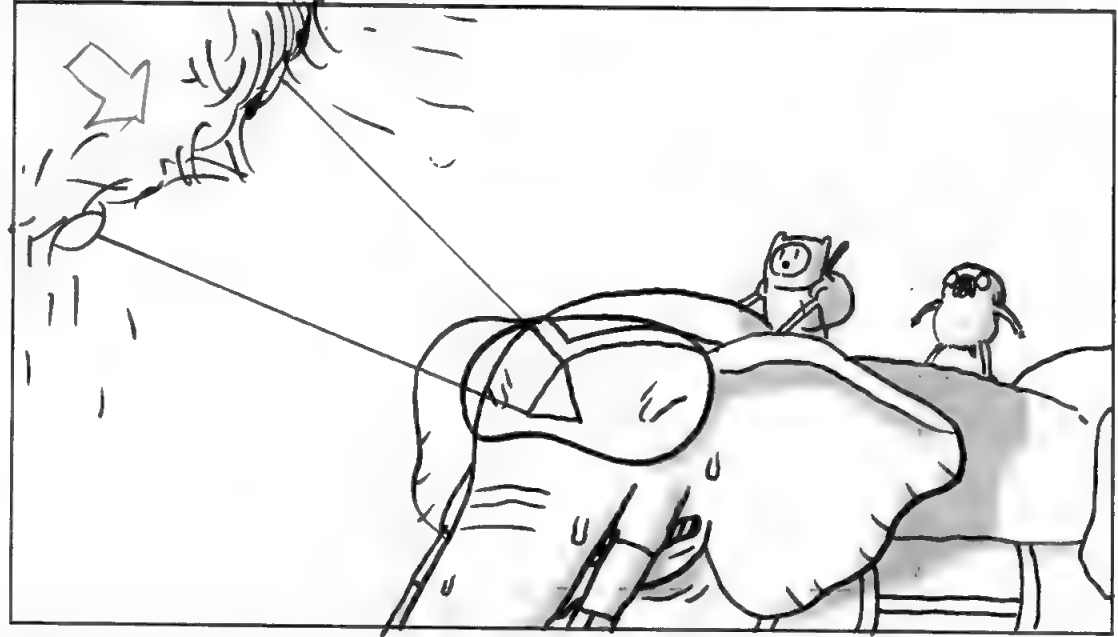


Sc. 148

Pnl. A

Bg.

day night

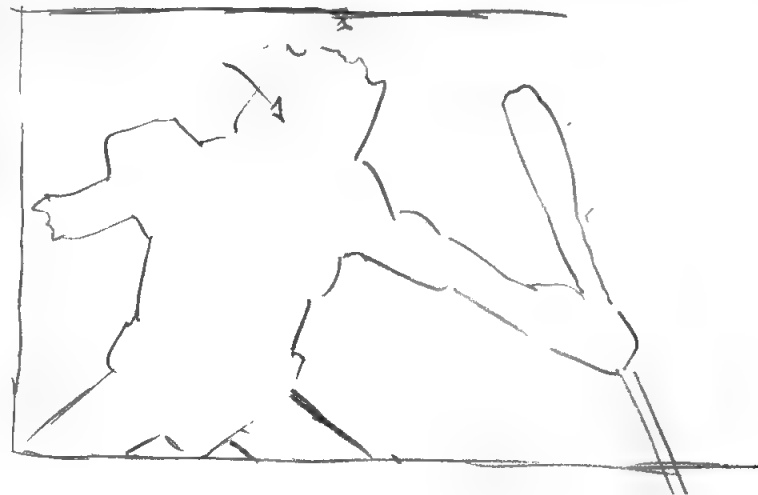


Dialog:

Darren! HAHAAHA

ENERGY 1st
SC

APTWE/Finn! His weakness is his-



TU CUT OFF BLAST continue pushed TWD APTWE



BLAST continue...
FUD

JAN 31 2014

EPISODE #

1025-170

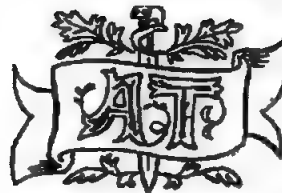
Production :

1025/170

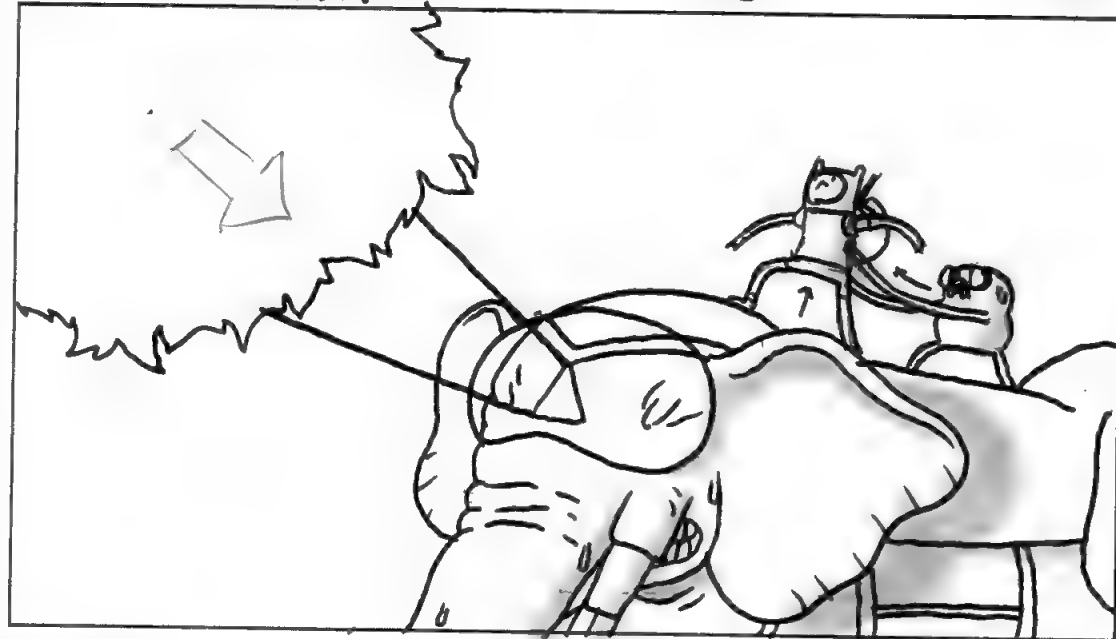
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1025/170

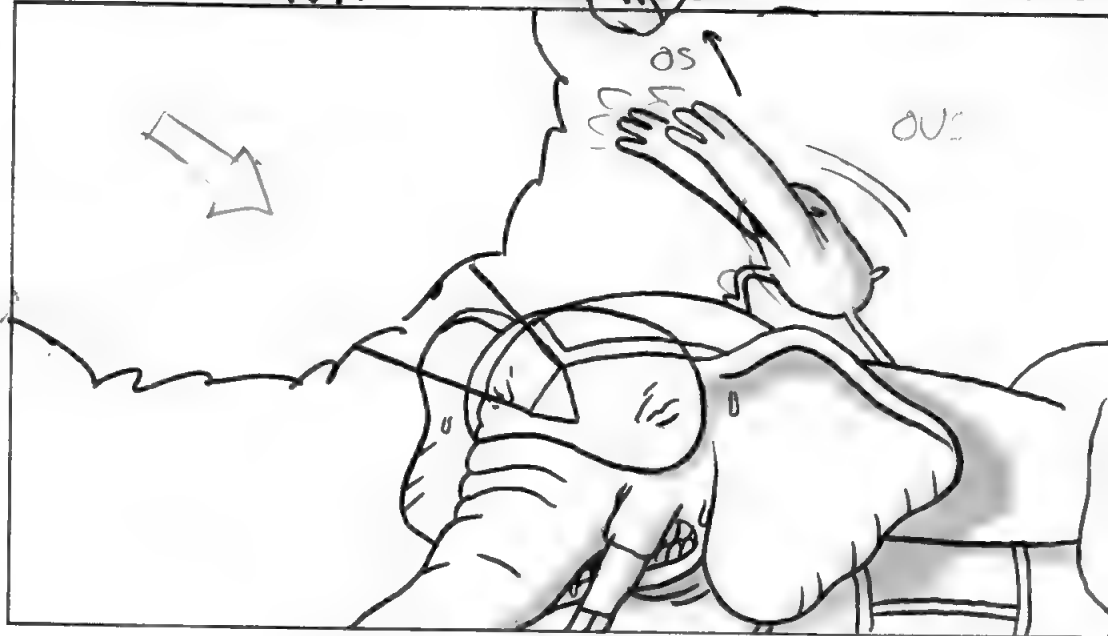
ADVENTURE TIME



Sc. 148 CONT Pnl. B Bg. day night



Sc. 148 CONT. C Bg. day night



Dialog:

APTWE/ brain-seed!

Finn/ OK!

Action:

Timing:



-J. THROWS
FVN OFF'S.

JAN 31 2014

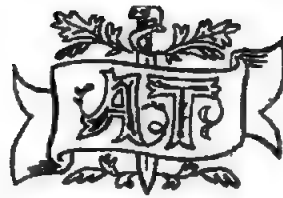
Production :

EPISODE #

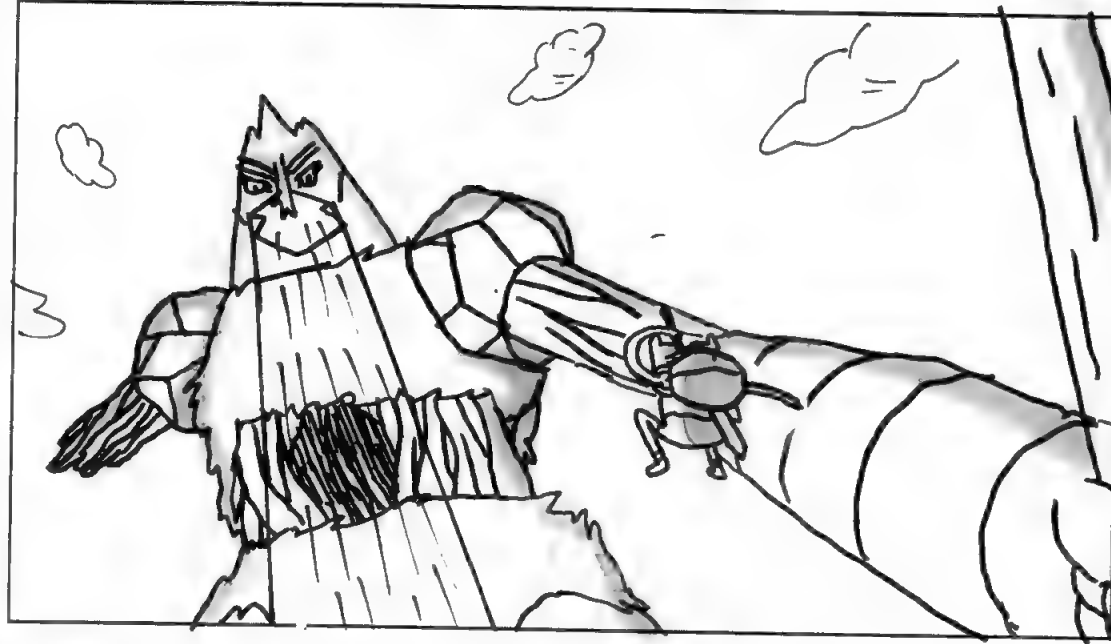
1025-170

1025/170

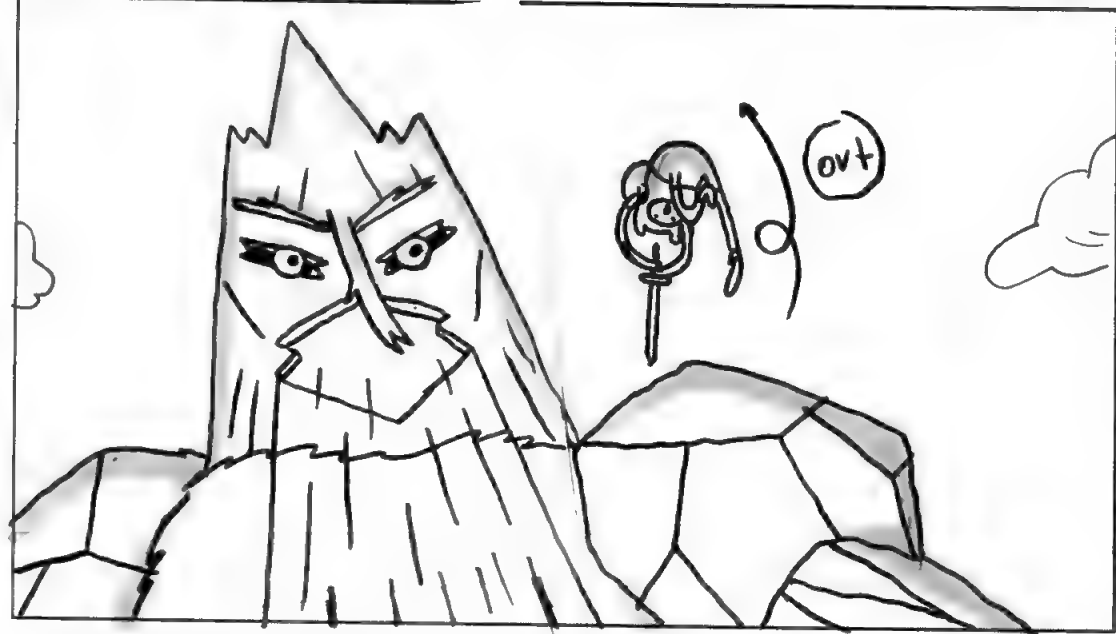
ADVENTURE TIME



Sc. **149** Pnl. **A** Bg. day night



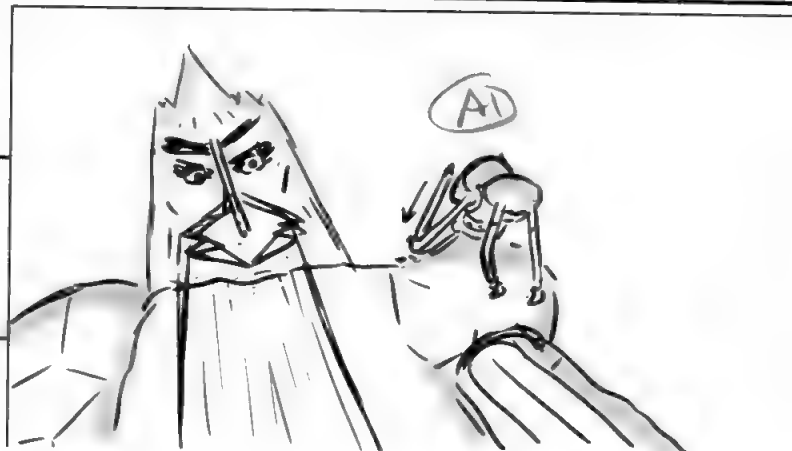
Sc. **149 CONT** Pnl. **B** Bg. day night



Dialog: ANIMATE DARREN & BG TWO Cam w/ P.O.V. Change Finn/ woop woop woop !

Action: - F SCARS TOWARDS DARREN'S HEAD.

Timing:



- F. FLIPS THROUGH AIR.

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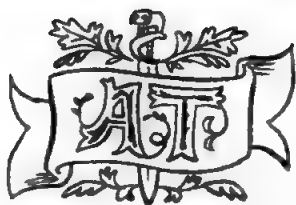
EPISODE #

1025-170

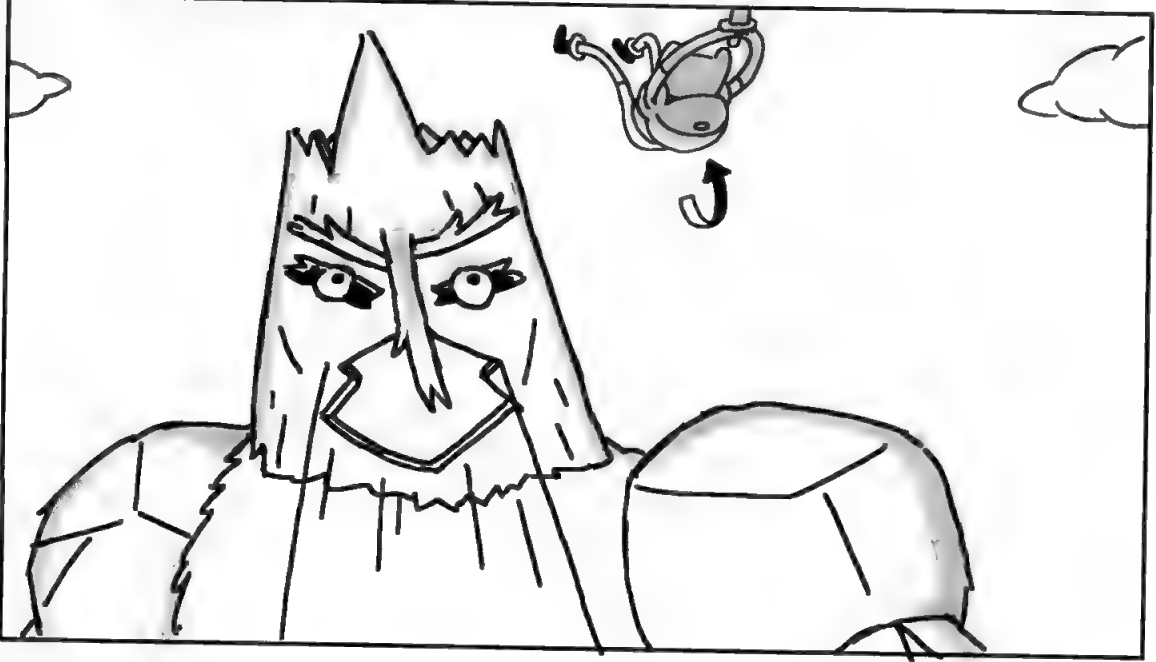
Production :

1025/170

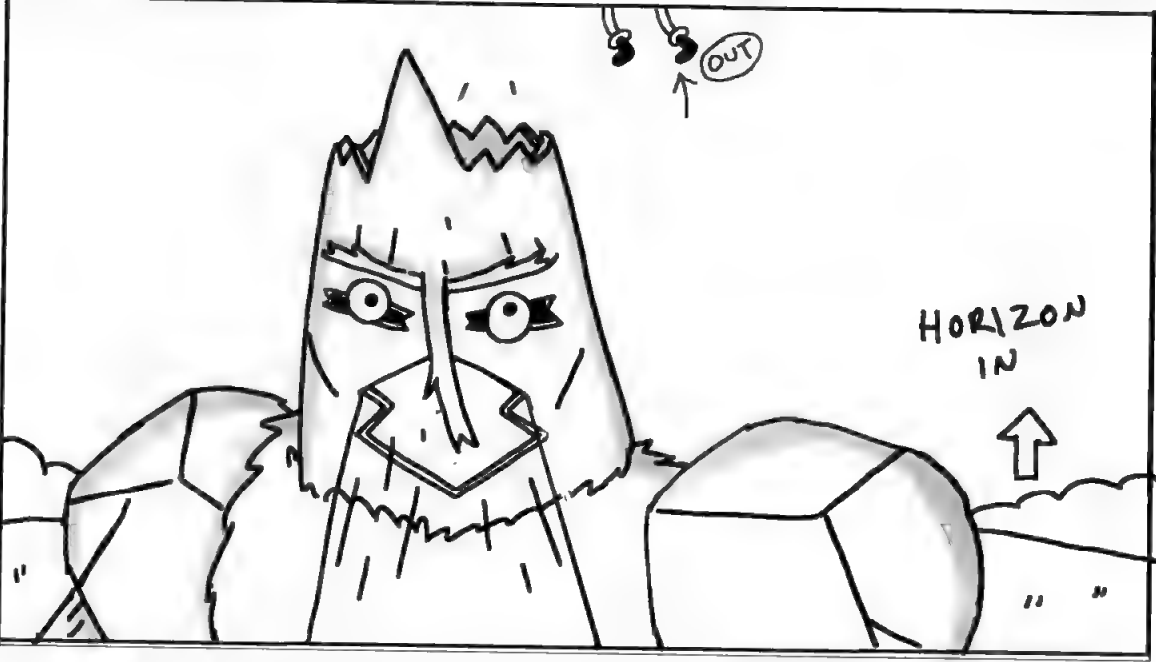
ADVENTURE TIME



Sc. 149 **CONT** Pnl. C Bg. day night



Sc. 149 **CONT.** Pnl. D Bg. day night



Page 169A
170. NEXT
day night

Dialog:

Action:

Timing:

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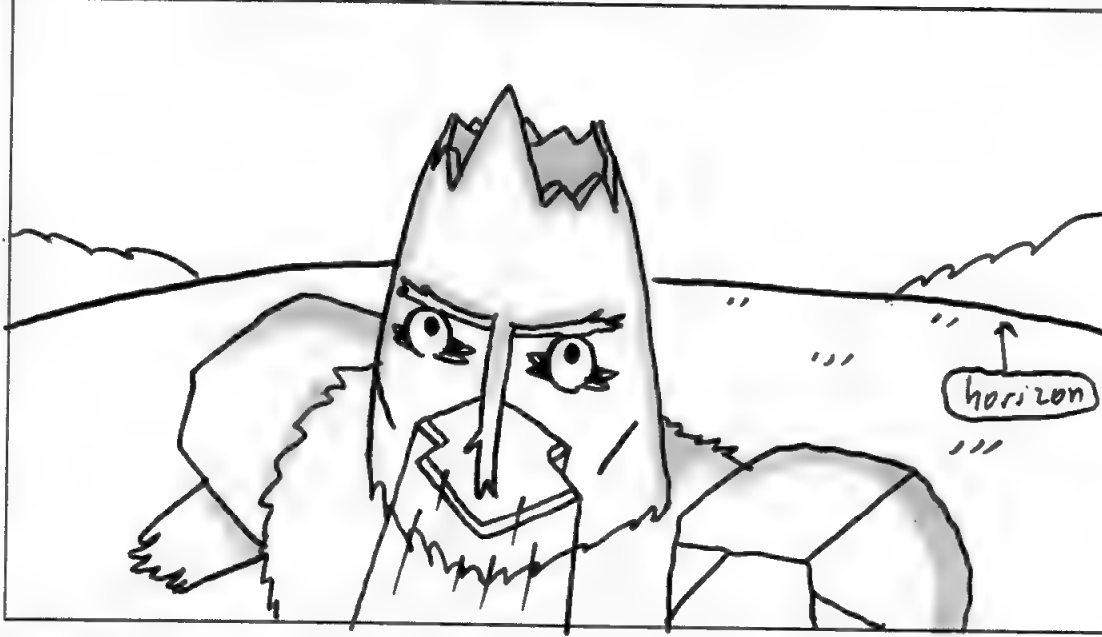
EPISODE # 1025-170

Production:

ADVENTURE TIME



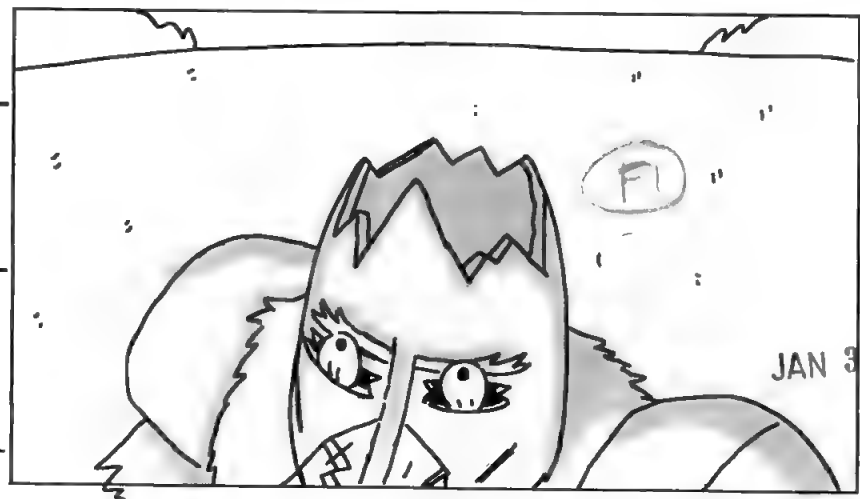
Sc. 149 CONT Pnl. E Bg. day night



Sc. 149 CONT Pnl. F Bg. day night



Dialog:	
Action:	- ANIMATED CAM MOVE
Timing:	



EPISODE #

1025-170

Production :

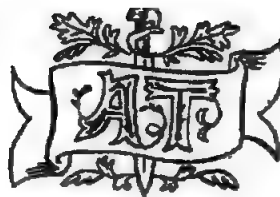
JAN 31 2014

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1025/170

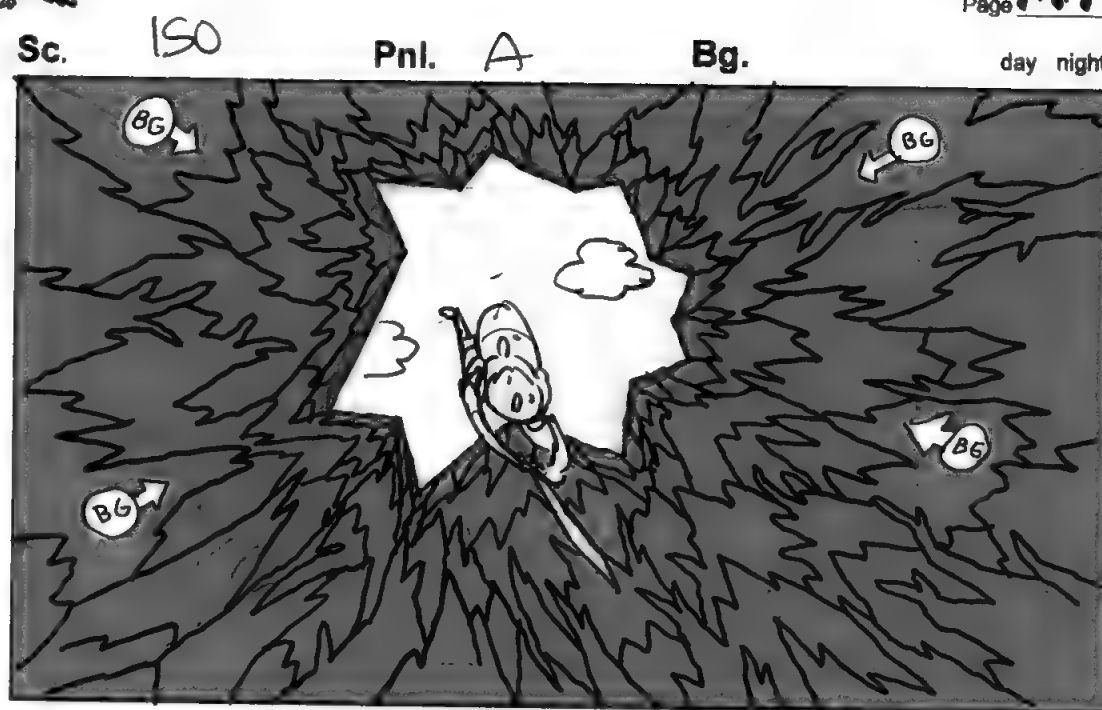
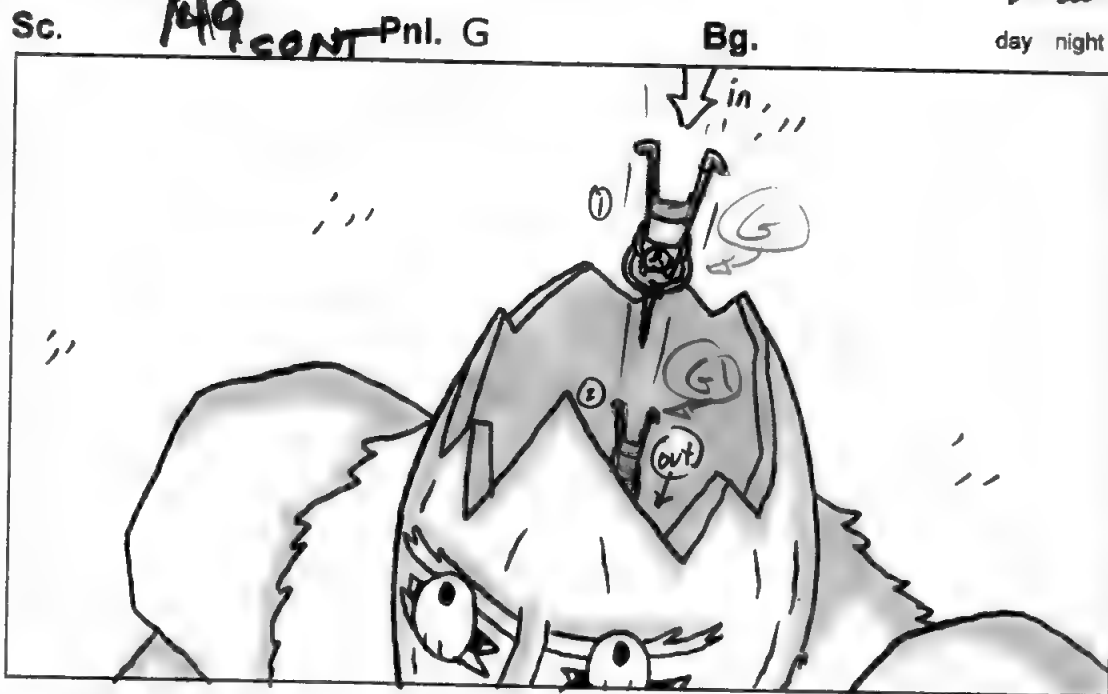
1025/170

ADVENTURE TIME



Hunt

Page **171**



Dialog:

Finn/ WHOOO —————>

ANIM BG AWAY w/ ANIM FINN FALLS to A Scale Size

Action:

- F. DROPS ON/5 INTO DARREN'S HEAD.

Timing:



EPISODE #

1025-170

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Production :

1025/170

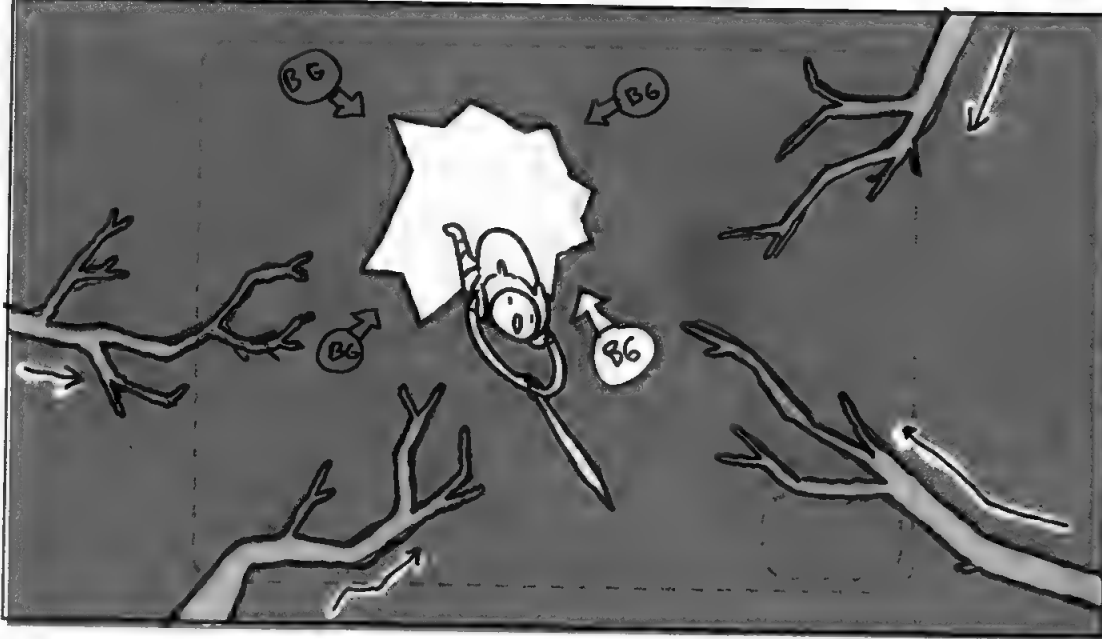
1025/170

ADVENTURE TIME



Page **172**

Sc. 150 CONT Pnl. B Bg. day night



Sc. 150 CONT Pnl. C Bg. day night



Dialog:	Finn / WOOO	Cent Anim BG & stem Branches AWAY From Camera	Finn / AAHH!!
Action:			
Timing:			

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1025-170

EPISODE #

Production :

1025/170

1025/170

ADVENTURE TIME



Page **173**
173A-NEXT
day night

Sc. **150 CONT** Pnl. **D** Bg. day night



Sc. **150 CONT** Pnl. **E** Bg.



Dialog:	Cont ANIM BG & Branch stems grab 2 Fin.
Action:	Fin: Grunts!!
Timing:	

JAN 31 2014

EPISODE #

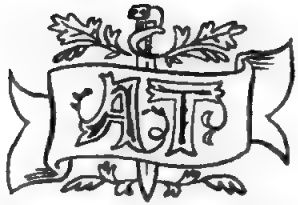
Production :

1025-170

1025/170

1025/170

ADVENTURE TIME



Page 173A
173B-NEXT
day night

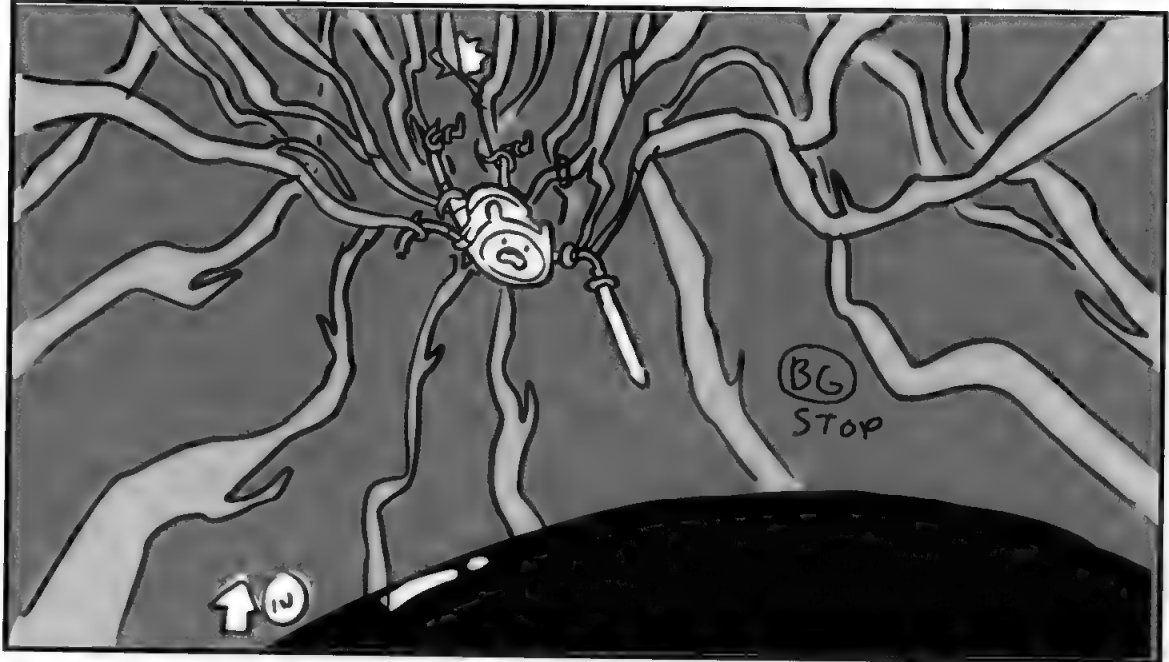
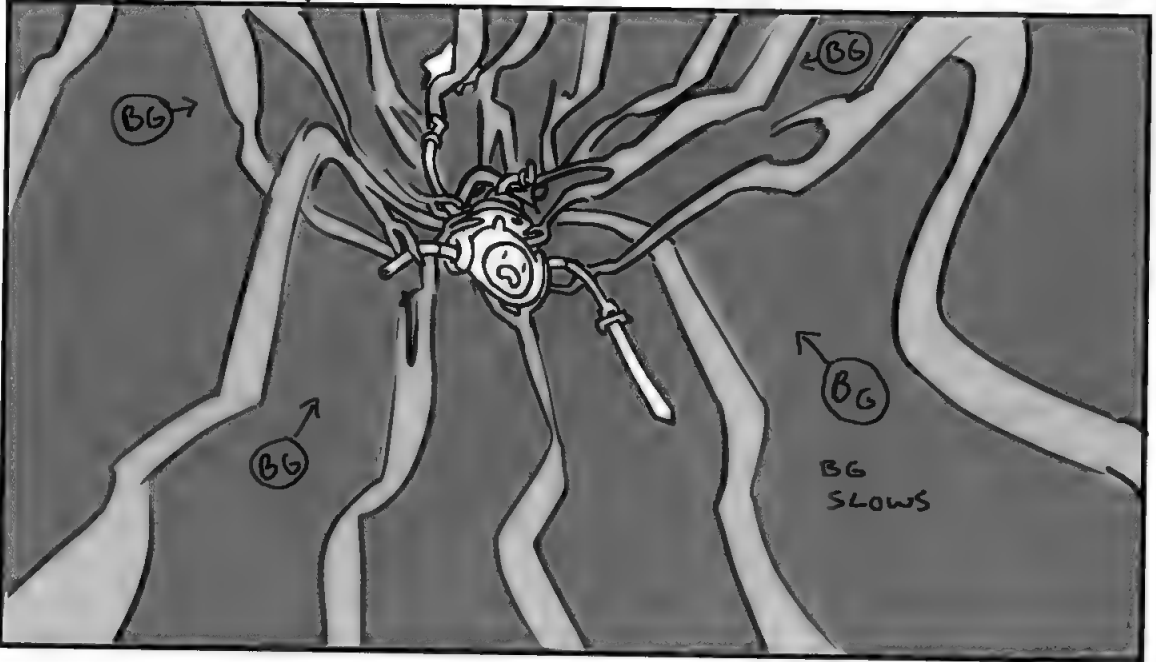
Sc. 150 CONT Pnl. F

Bg.

day night

Sc. 150 CONT. Pnl. G

Bg.



Dialog:	ANIM BG slows w/ Approach <u>BRAIN SEED!</u> Branch stems gather AROUND FIN. FIN cont grunts
Action:	
Timing:	

JAN 31 2014

1025/170

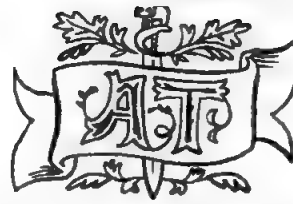
EPISODE # 1025-170

Production:

1025/170

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ADVENTURE TIME



HV
cut

Page 173B

173C. NEXT
day night

Sc. 150 **CONT**

Pnl. H

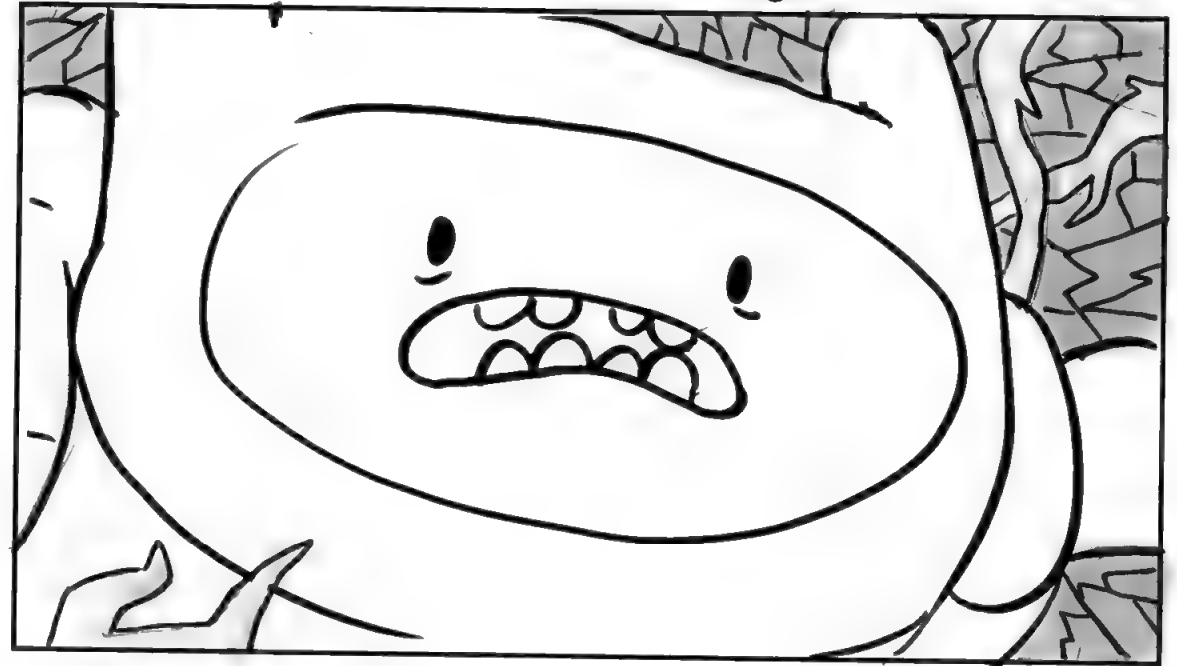
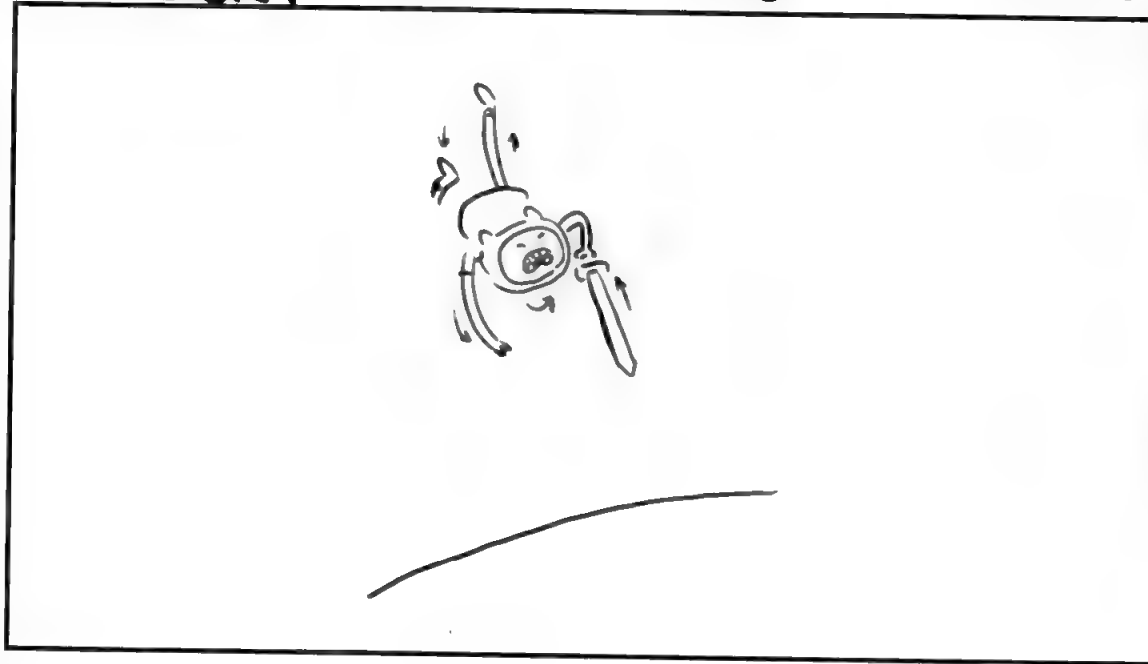
Bg.

day night

Sc. 150A

Pnl. A

Bg.

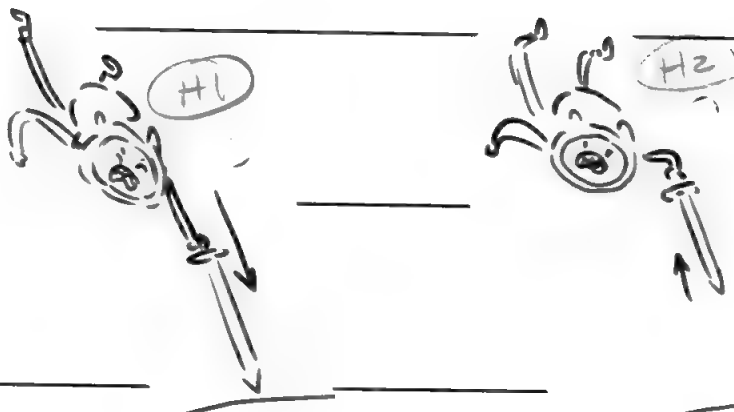


Dialog:

F/ [grunt]

Action:

Timing:



JAN 31 2014

EPISODE # 1025-17C

Production:

1025/17

1025/17C

ADVENTURE TIME



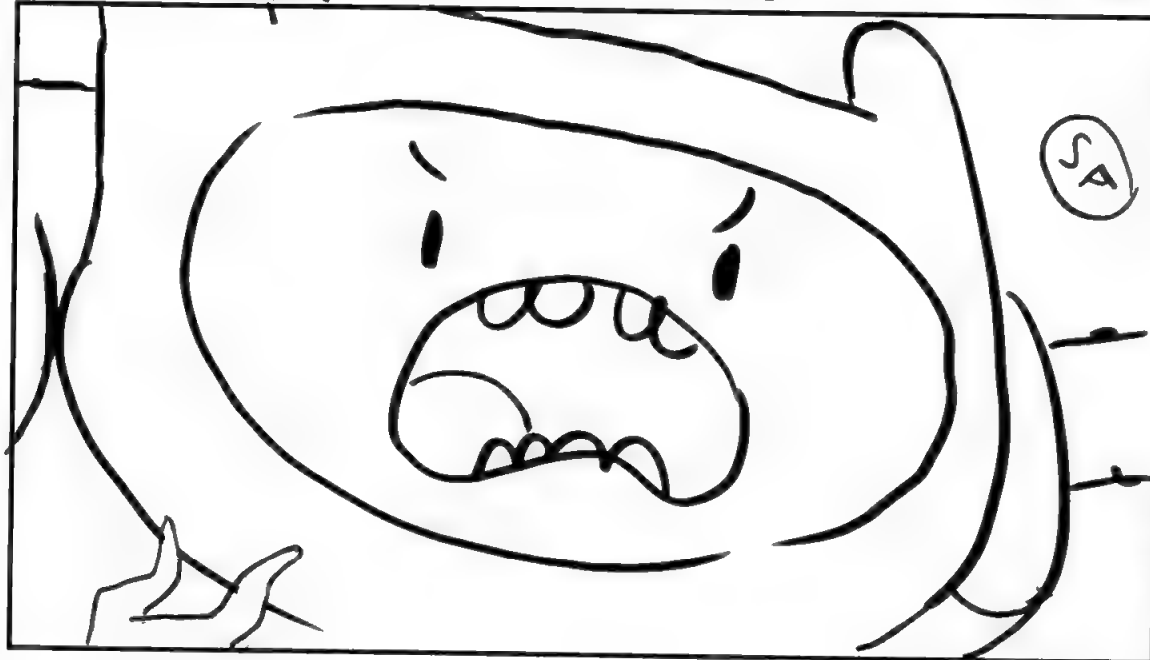
Page 173C

173D-NEXT
day night

Sc. 150A **CONT** Pnl. B

Bg.

day night

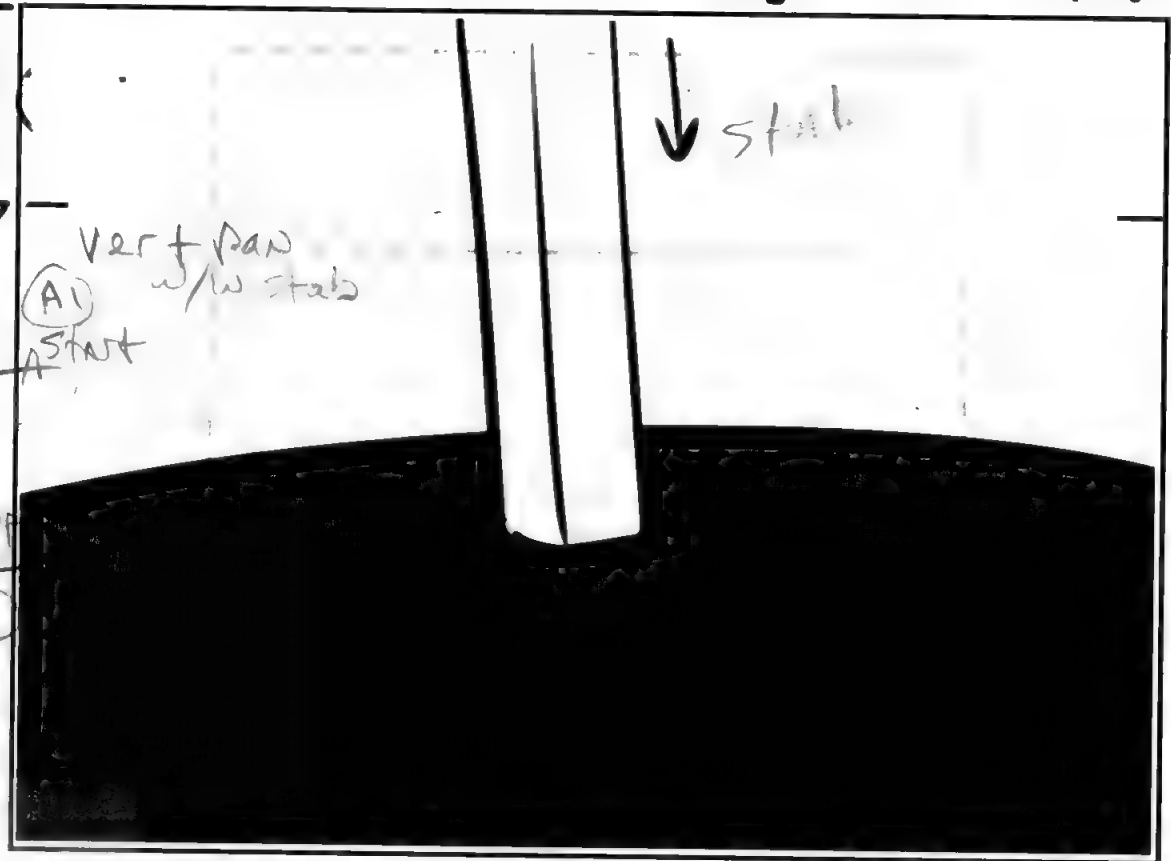


Dialog:	F/ Ahhhh!
Action:	stab brain-seed
Timing:	

Sc. 150B

Pnl. A

Bg.

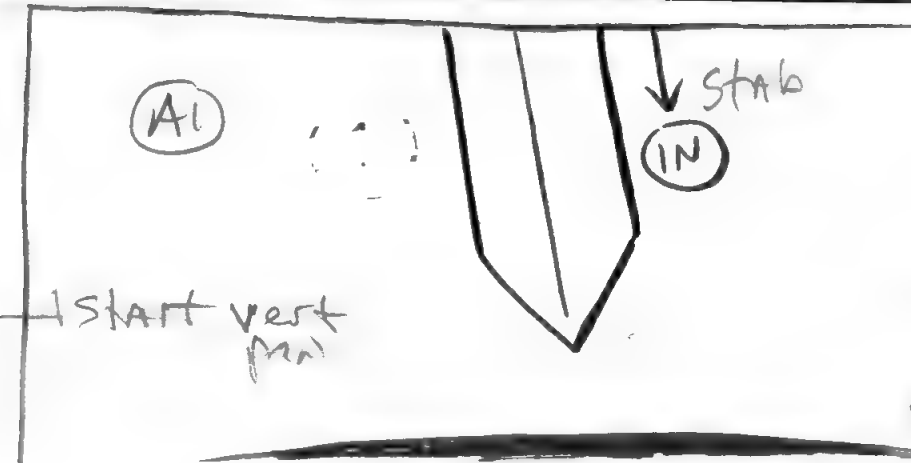


stop
A
A

vert + pan
w/ stab

(AI)
A start

stab



(AI)

stab
(IN)

A start vert
pan

EPISODE # 1025-170

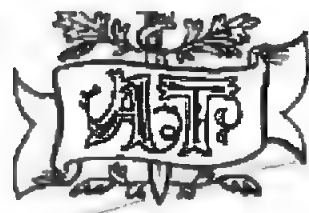
Production:

JAN 31 2014

1025/170

HW
CW

ADVENTURE TIME



REVISED
02.13.14

Sc. 150C

Pr1.A

Bg.

day night



Sc. 150C

Pr1.B

Bg.

day night



Dialog:
Action:
Timing:



(BI) Brain Seed CRACK (Fractures) w/ Light short out

PRODUCTION NUMBER 173C-173D

173C-173D

1025/170

ADVENTURE TIME



Sc. 150C **CONT**

C

Bg.

day night

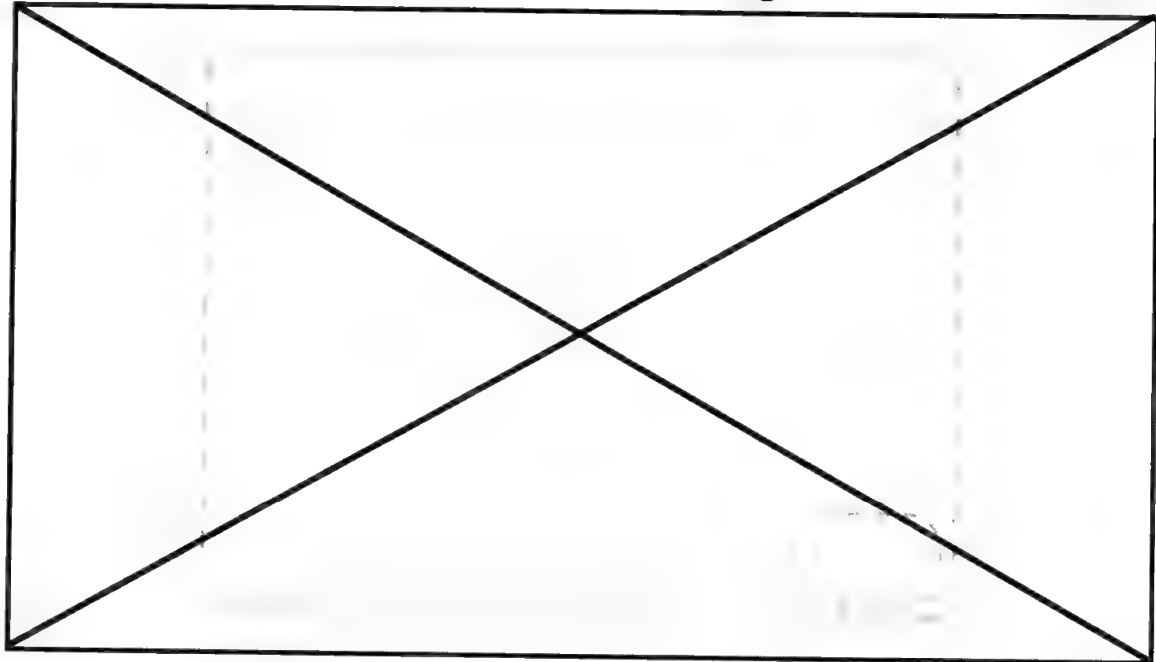
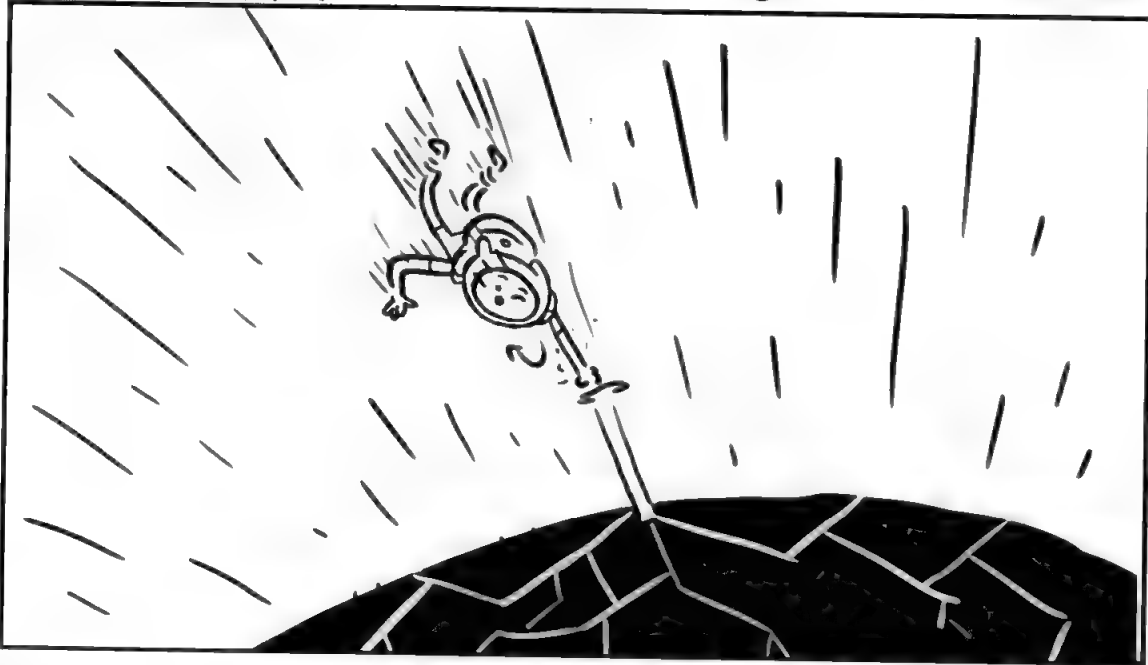
Sc.

Pnl.

Bg.

Page 173E

174. NEXT
day night



Dialog:	
Action:	White light shoots out of the cracks & fills frame
Timing:	

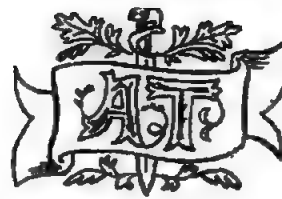
JAN 31 2014

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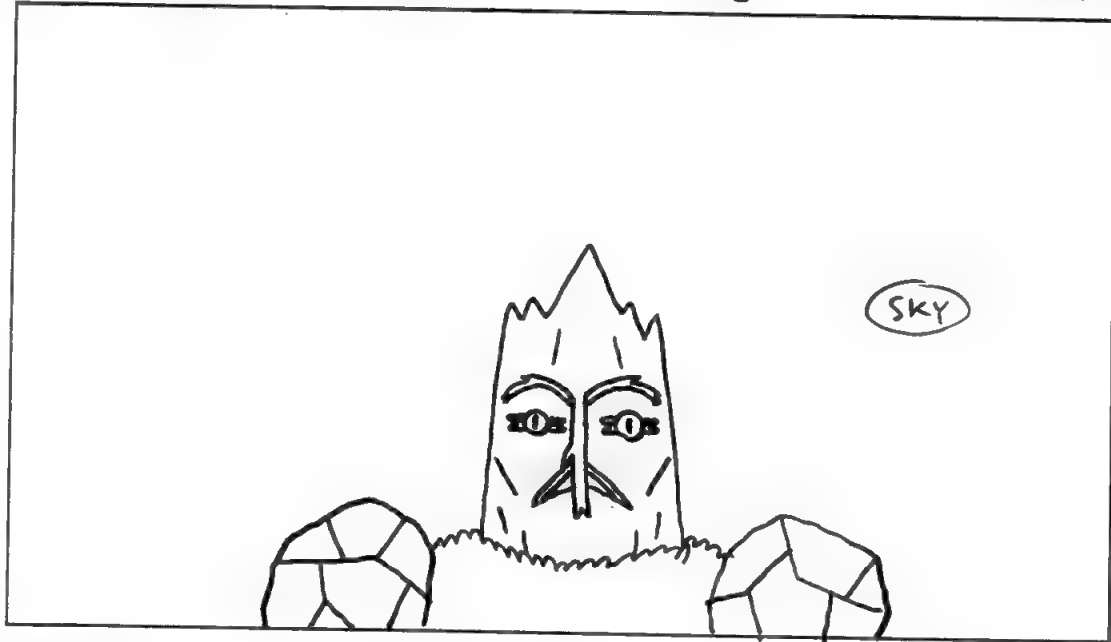
EPISODE # 1025-170

Production:

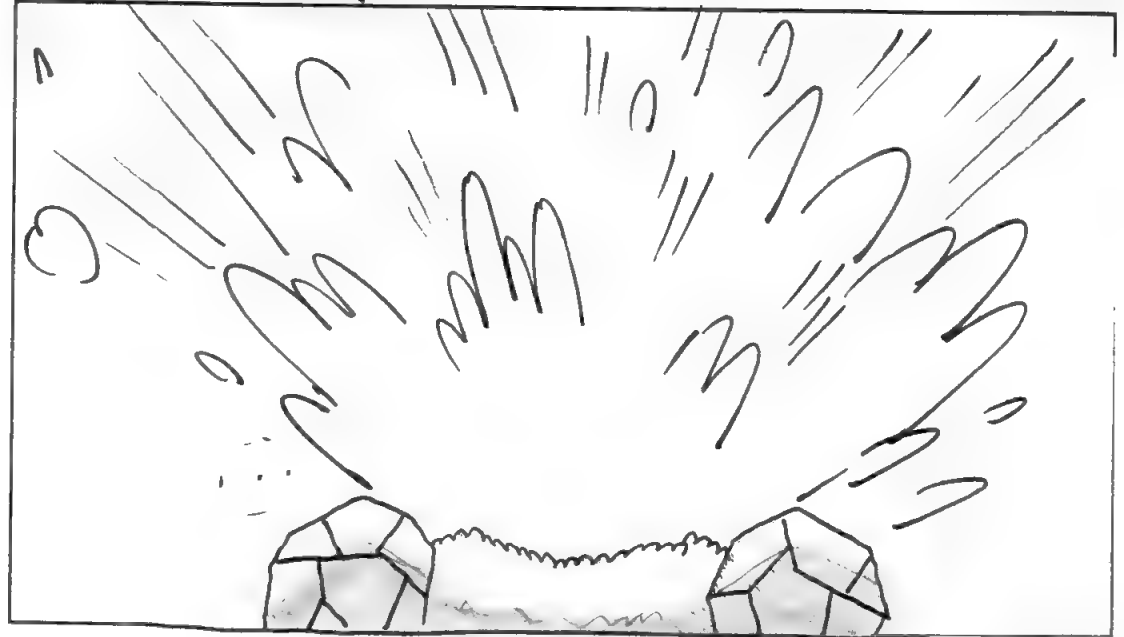
ADVENTURE TIME



Sc. **151** Pnl. **A** Bg. day night



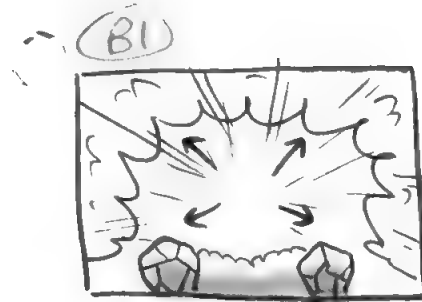
Sc. **151 CONTR.** Pnl. **B** Bg. day night



Dialog: Darren/ Thankyou

Action:

Timing:



-DARREN'S HEAD EXPLODES.

JAN 31 2014

cut

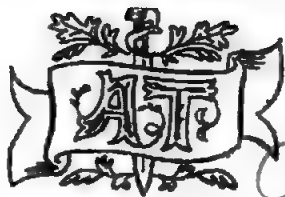
EPISODE #

1025-170

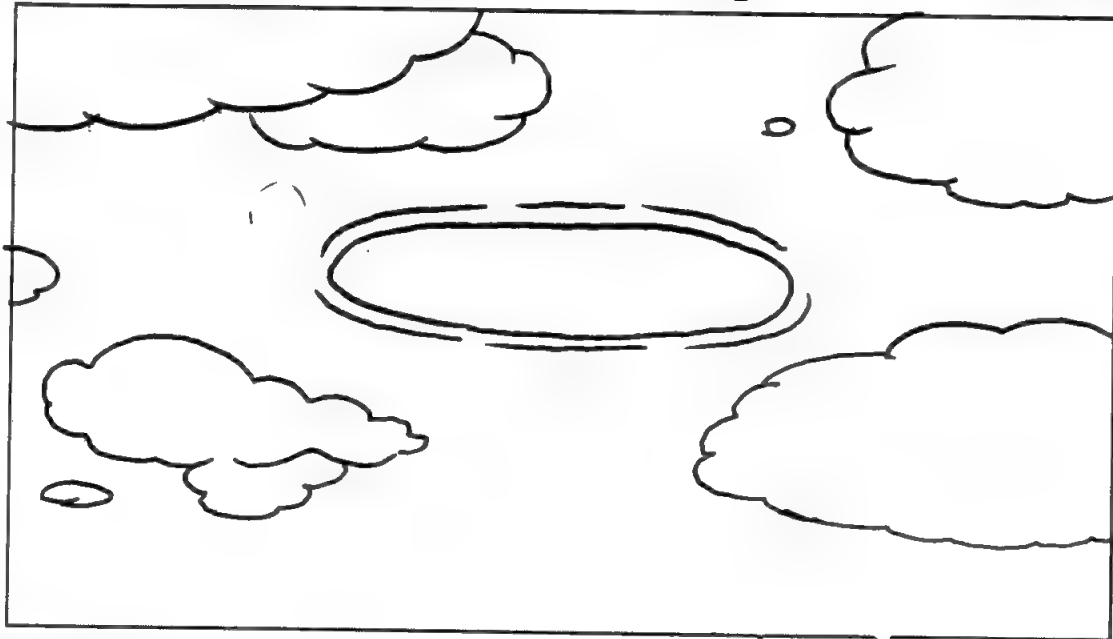
Production :

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ADVENTURE TIME



Sc. **152** Pnl. **A** Bg. day night



Sc. **153** Pnl. **A** Bg. day night



Dialog:

Action:

Timing:

(A1)



portal closes

(A2)

sparks fly out of neck



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Production :

EPISODE #

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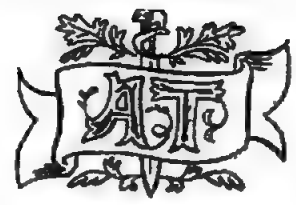
1025/170

Page **175**

HAU
cut

HO
cut

ADVENTURE TIME



cut

Page **176**

Sc. **154** Pnl. **A** Bg. day night



Sc. **155** Pnl. **A** Bg. day night

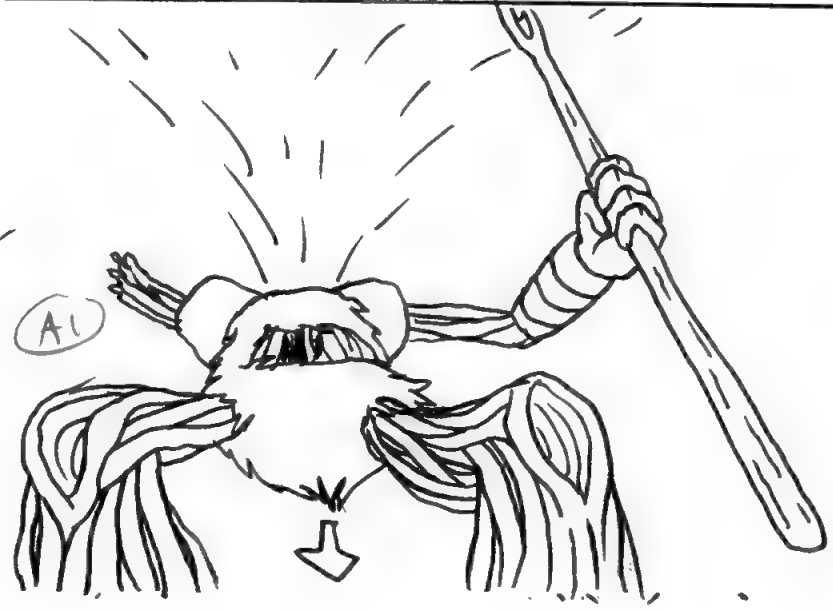


Dialog:

Action:

Timing:

DARK
ALL
PIECES



Jake! woahh!



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Production :

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Cut

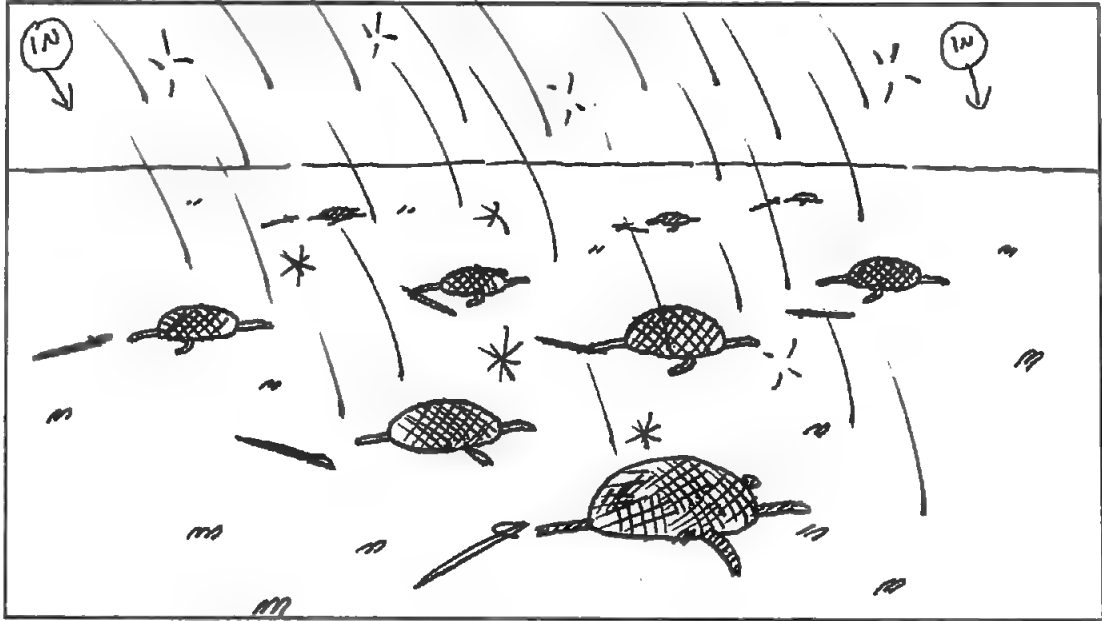
ADVENTURE TIME



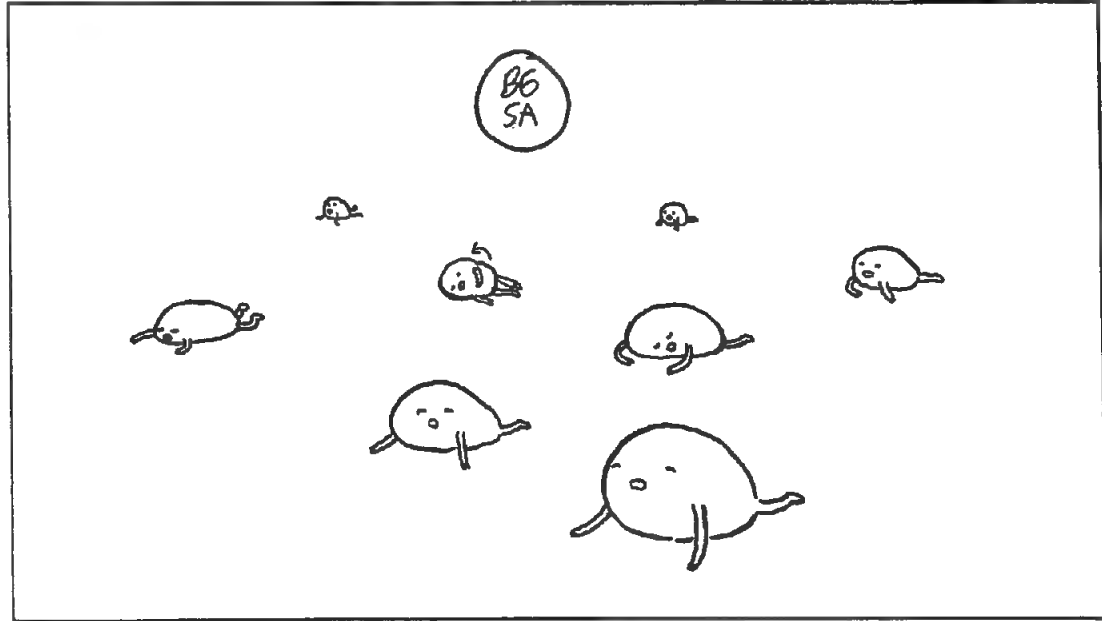
REVISED
02/13/14

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Sc. 156 Pnl. A Bg. day night



Sc. 156 Pnl. B Bg. day night



Dialog:

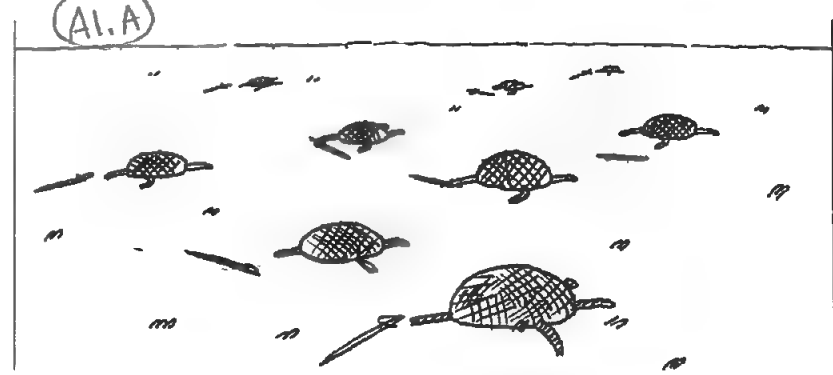
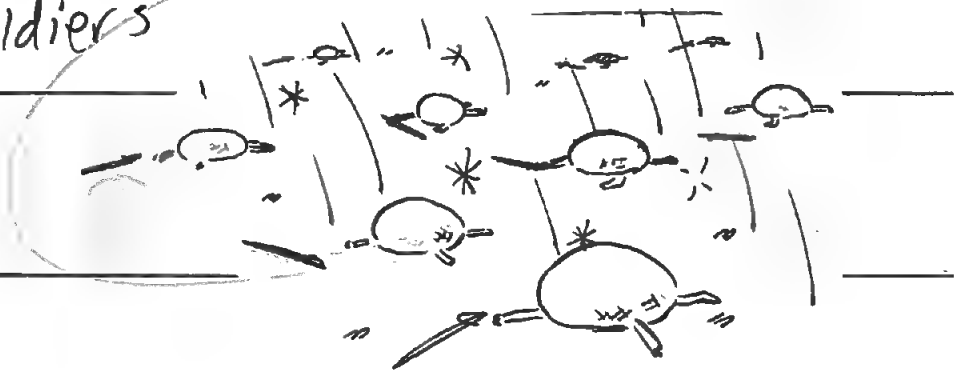
CANDY SOLDIERS [walla] huh? what?
I'm alive?

Action:

sparks rain down on fallen
candy soldiers

-CANDY SOLDIERS ARE REVIVED.

Timing:



EPISODE #

Production :

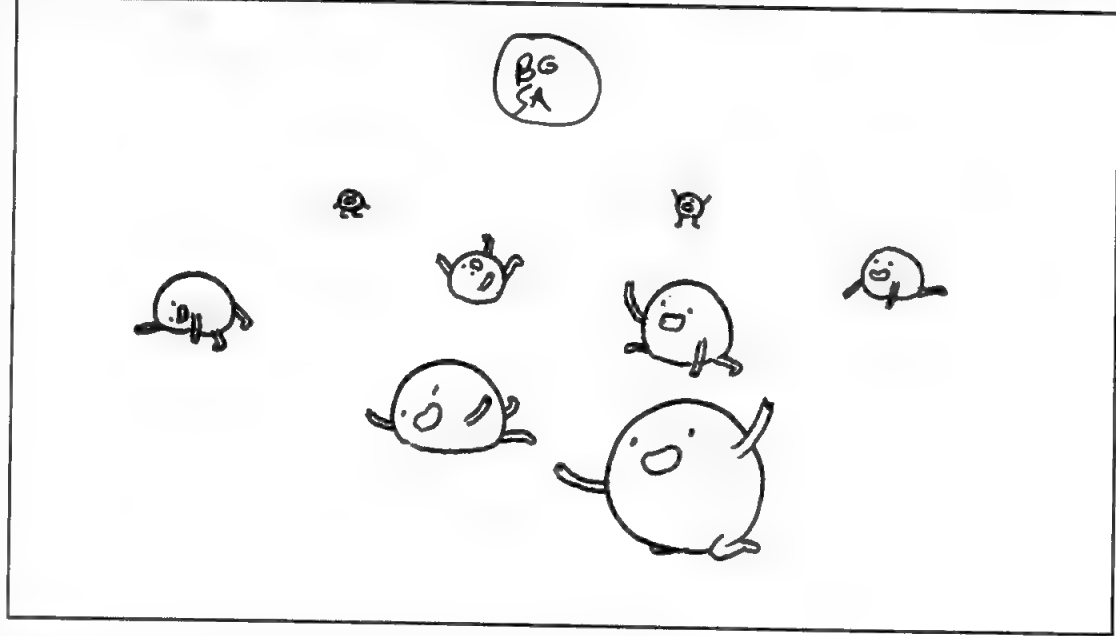
1025-170

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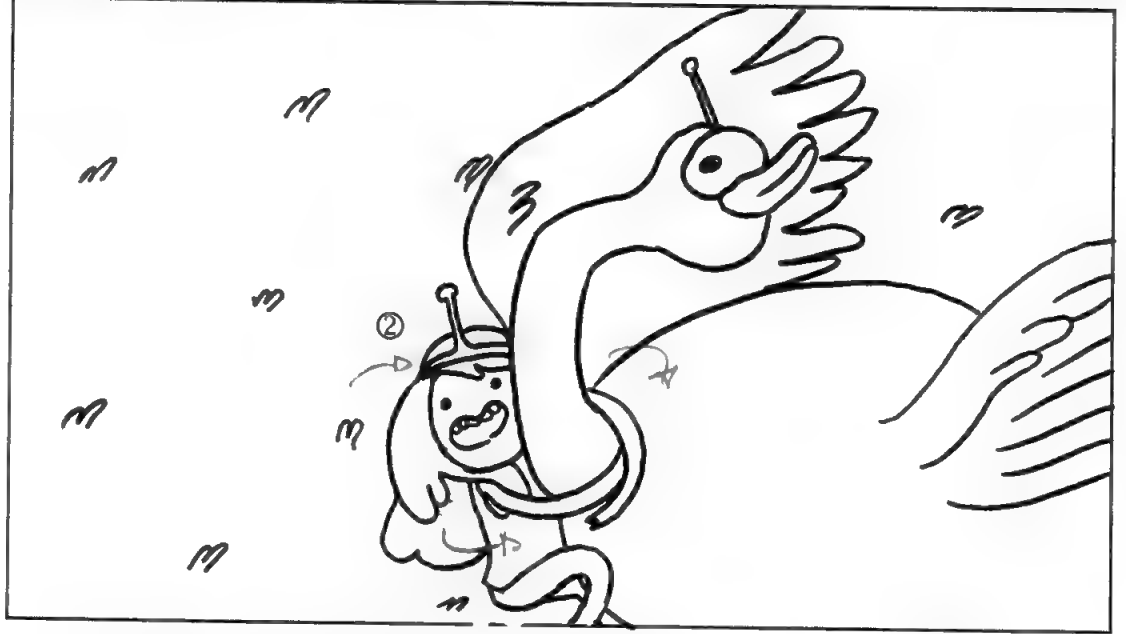
ADVENTURE TIME



Sc. **156 CONT** Pnl. **C** Bg. day night



Sc. **157** Pnl. **A** Bg. day night



Dialog:
CANDY SOLDIERS (walla) Yeaaa!!

PB/ Yeahh!!
swank / honk!!

Action:

Timing:



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EPISODE #

1025-170

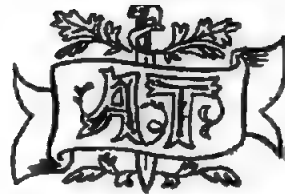
Production :

1025/170

1025/170
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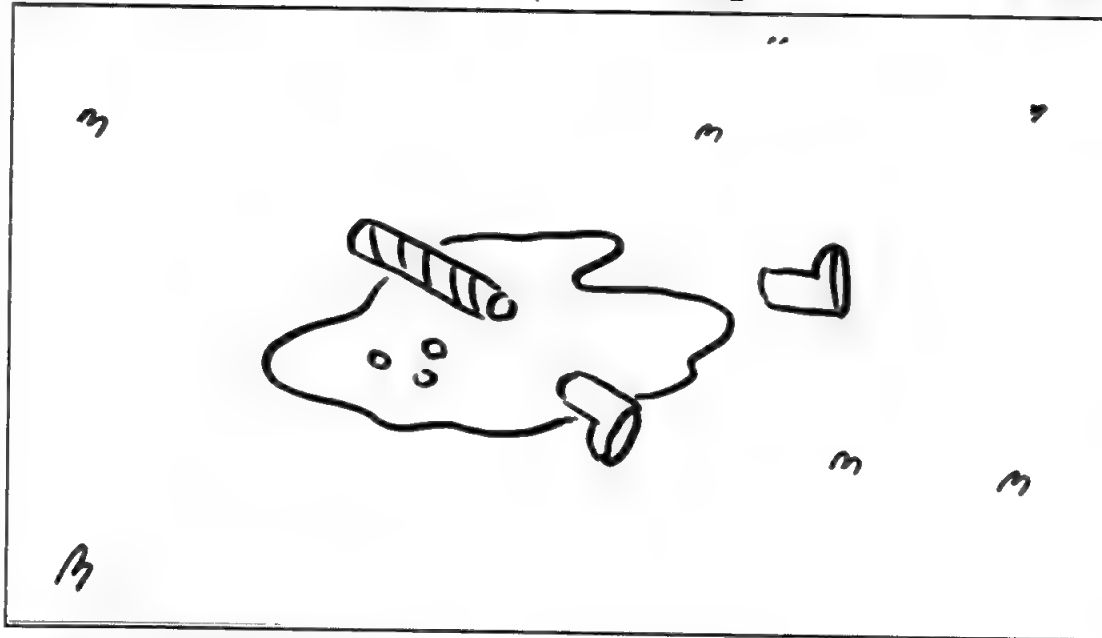
Cut

ADVENTURE TIME

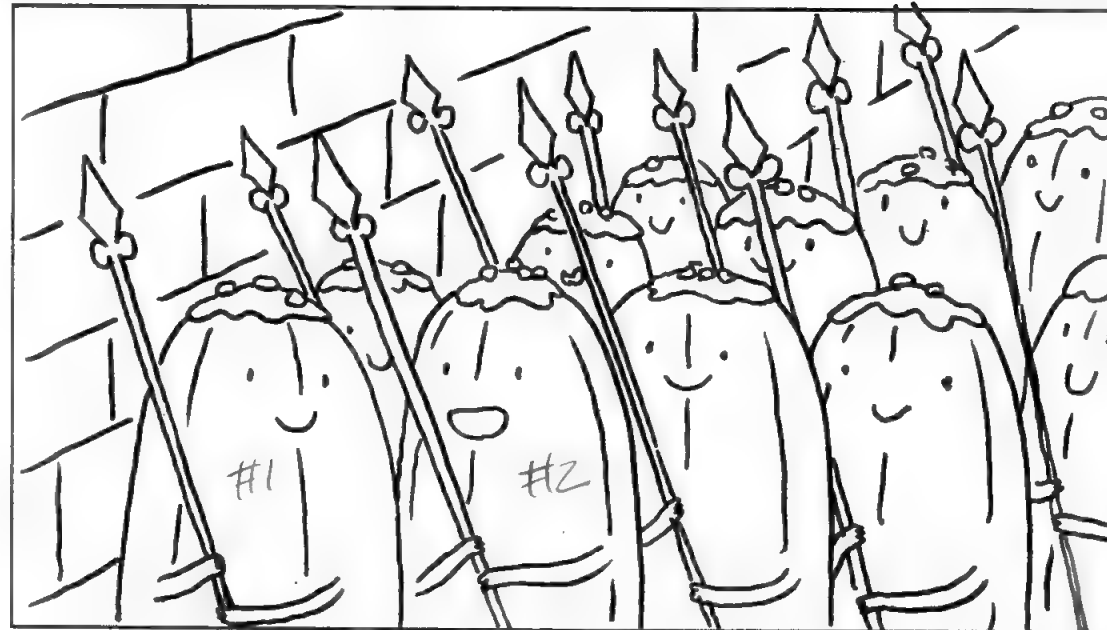


Cut

Sc. 158 Pnl. A Bg. day night



Sc. 159 Pnl. A Bg. day night



Dialog:

CANDY PEOPLE (walla) crowd cheering

Banana Guard / Well I guess my kids still have a daddy.

(ALT) WHAT A RELIEF, MAN.

Action:

rootbeer guy still dead

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Timing:

Production :

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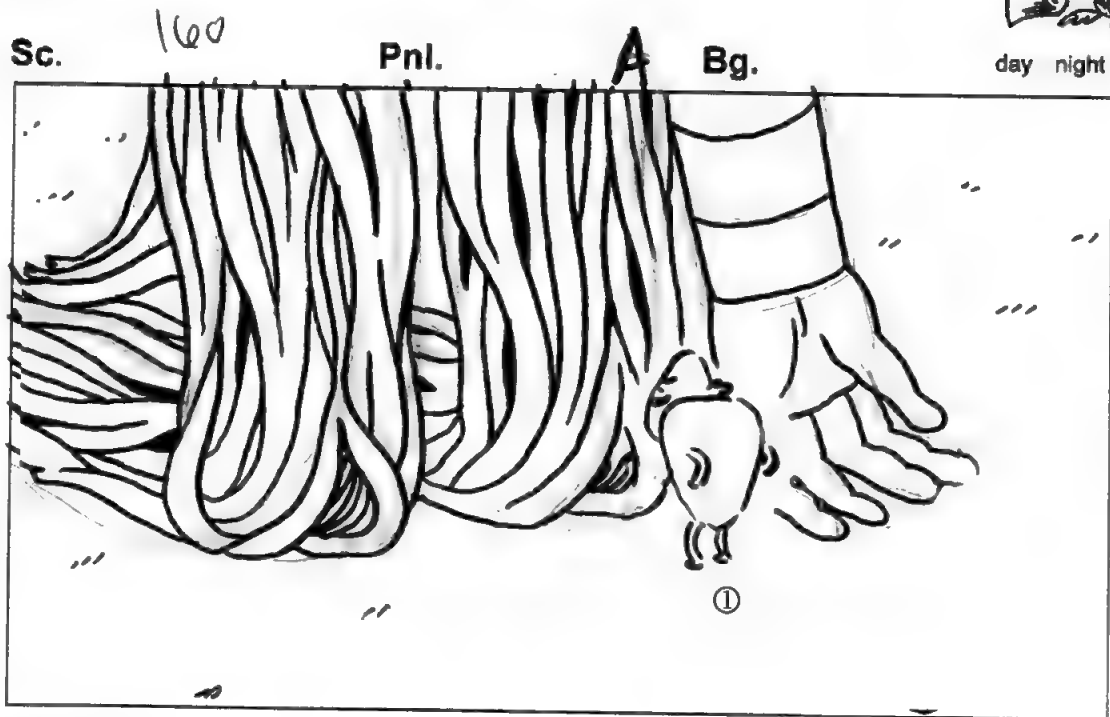
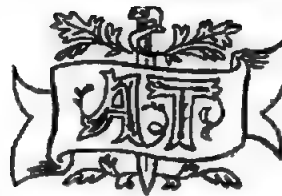
1025/170

1025/170

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cut

ADVENTURE TIME



Dialog:	Colonel Candy Corn / ① BAM! ② Ya dope!	
Action:	- CCC RUNS ON/S.	- CCC KICKS DARREN IN THE KNEE
Timing:	①	②

cut

EPISODE #

Production #

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1025/170

1025/170

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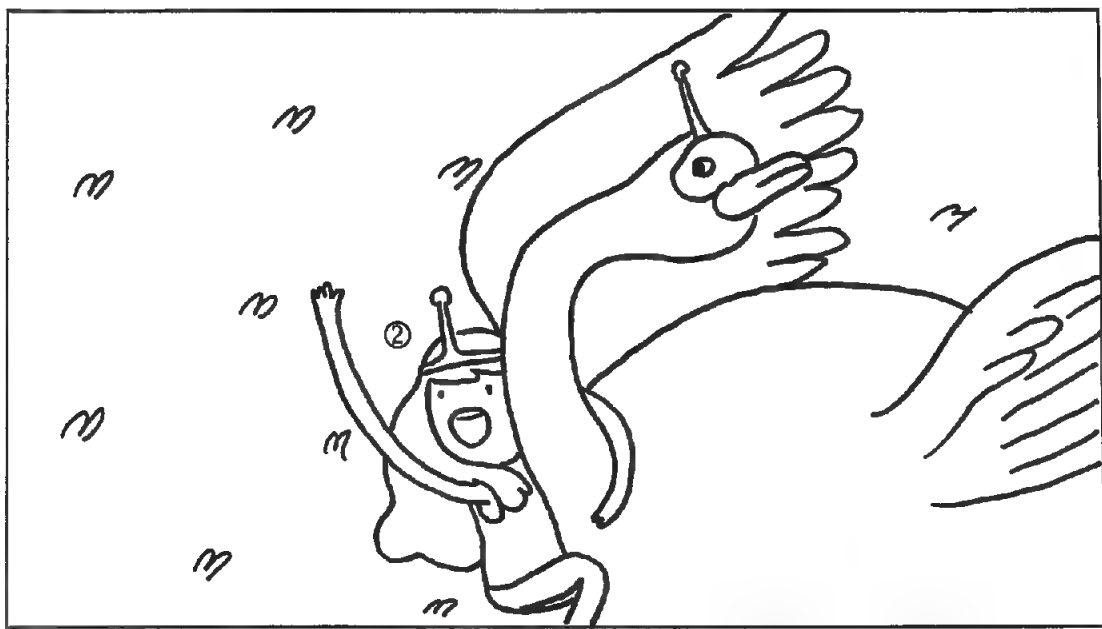
ADVENTURE TIME



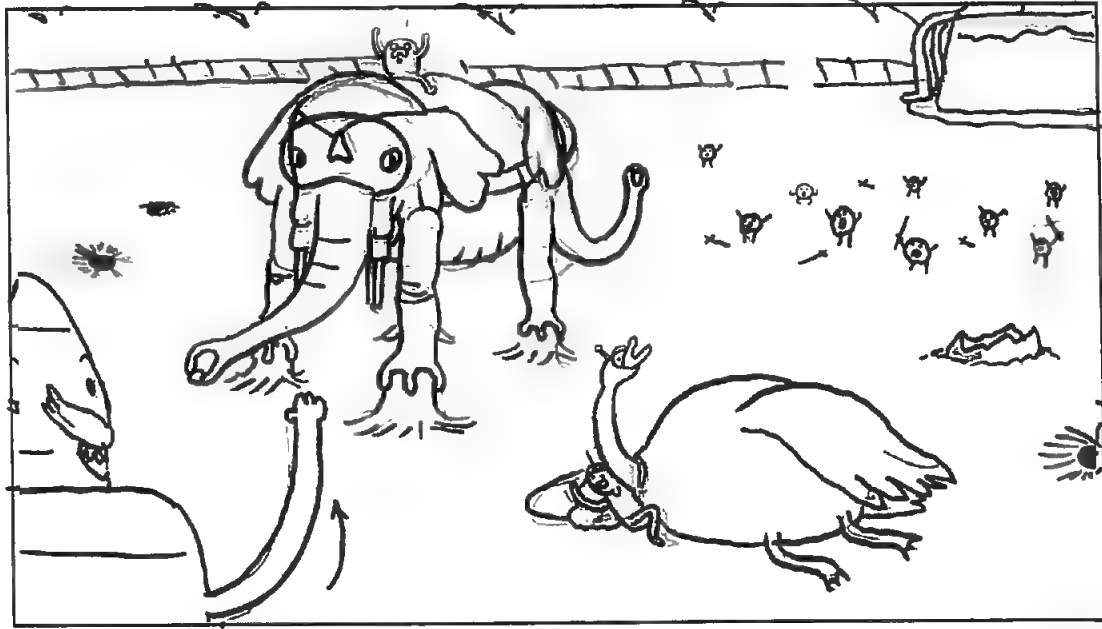
REVISED
02/13/14

Page 101

Sc. 101 Pnl. A Bg. day night



Sc. 102 Pnl. A Bg. day night

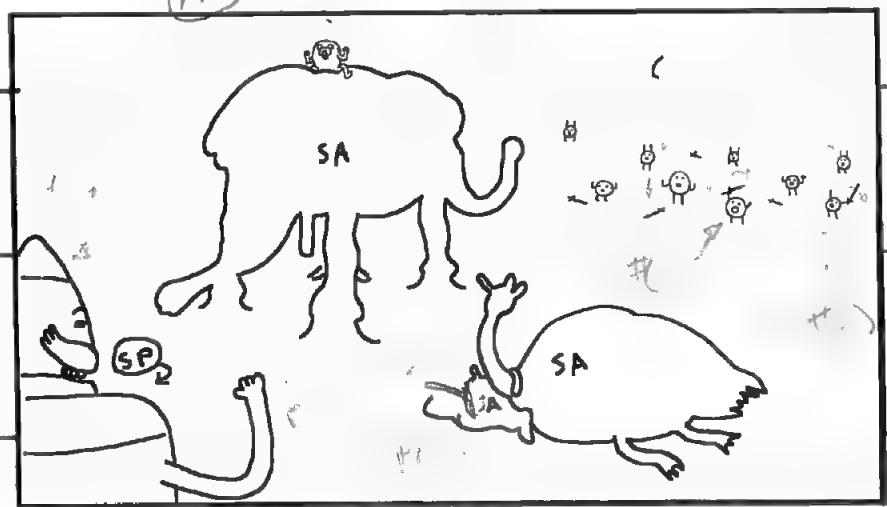


Dialog: PB/ Party tonight in the candy kingdom!

CANDY PEOPLE (walla) cheering

Action:

Timing:



EPISODE #

Production :

1025-170

HO
cut

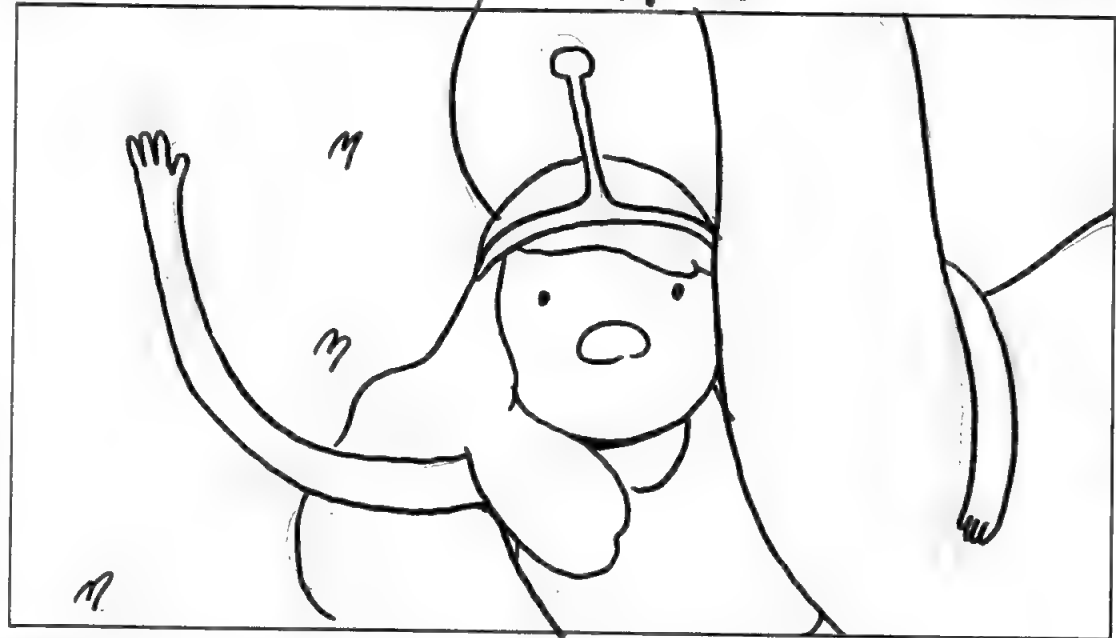
ADVENTURE TIME



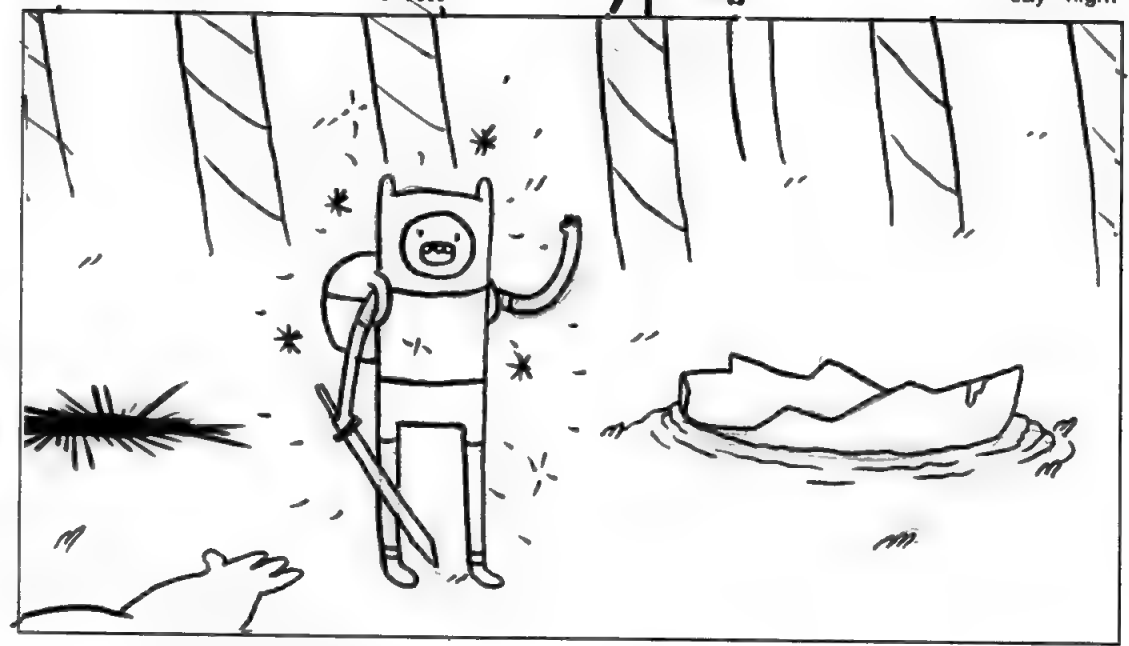
Page 182

cut

Sc. 163 Pnl. A Bg. day night



Sc. 164 Pnl. A Bg. day night



Dialog: PB/① Hey ② where's Finn?

Finn / Hi !



Action:

Timing:



finn is radiating sparkles

JAN 31 2014

EPISODE #

Production :

1025-170
1025/170

1025/170

1025/170

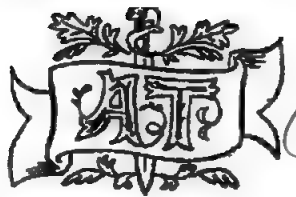
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021/5701

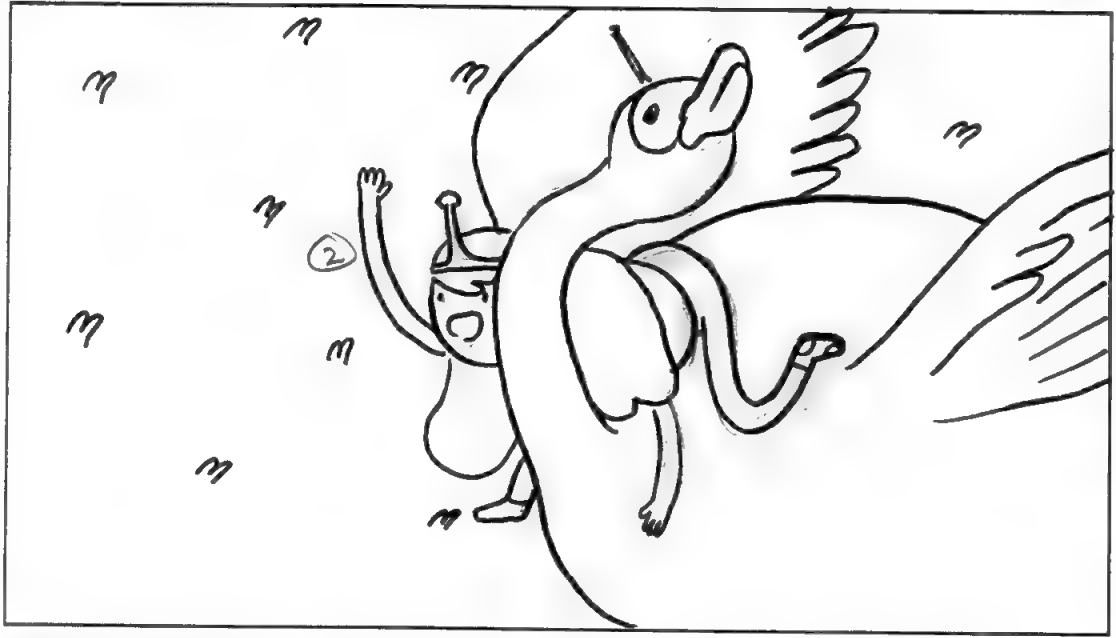
Cut

ADVENTURE TIME

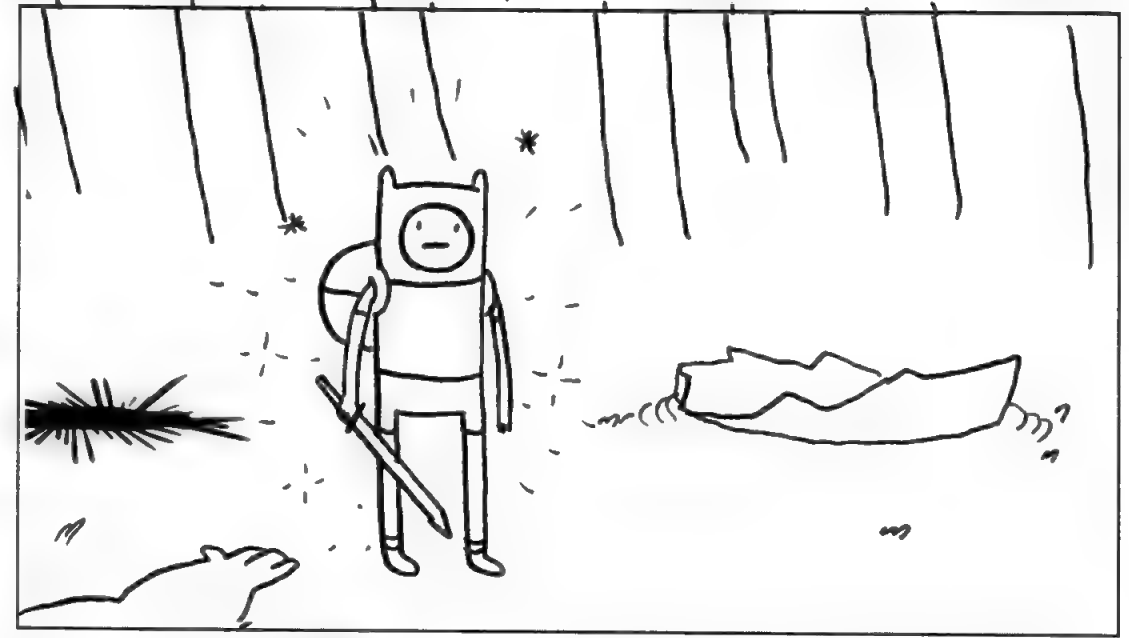


Cut

Sc. 165 Pnl. A Bg. day night



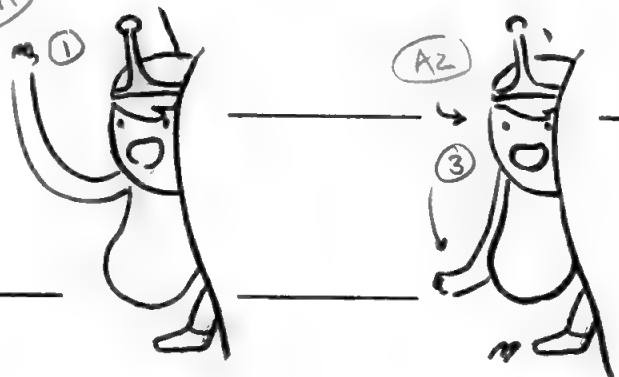
Sc. 166 Pnl. A Bg. day night



Dialog: PB/ OK ^(A) y'all bring food and bev's
PB/ ^(VO) ... you make the gvac alright?
_{FIN ^(A2)} _{Drop ^(A) Arm}

Action:

Timing:



JAN 31 2014

He cut

EPISODE #

1025-170

1025/170

Production :

1025/170

ADVENTURE TIME



Sc.

167

Pnl.

A

Bg.

day night

Sc.

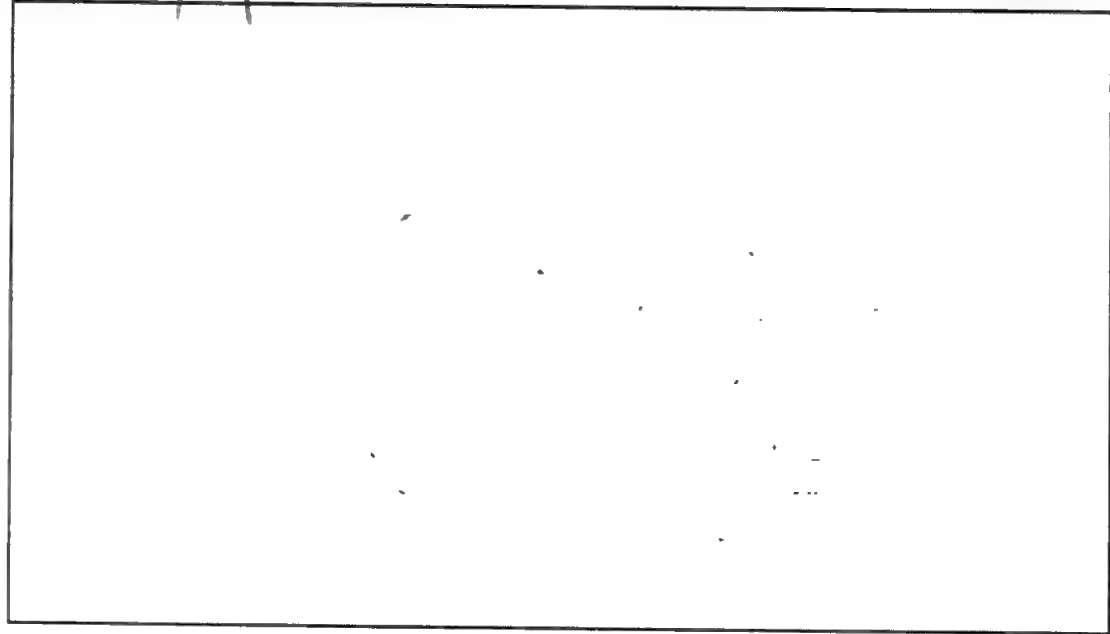
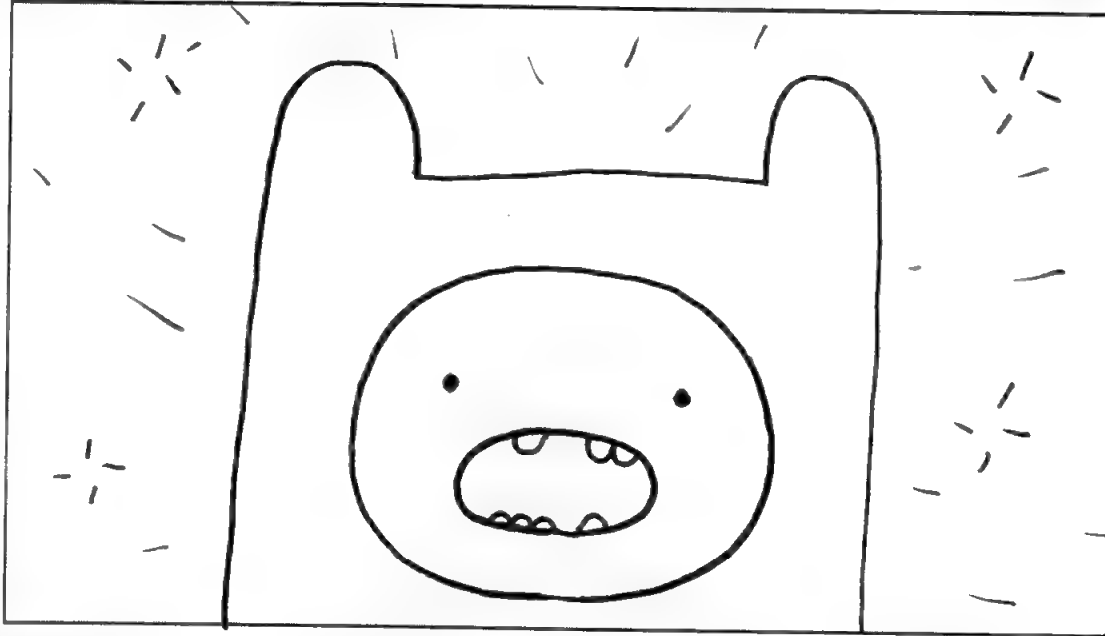
Cut
w/ wipe
post

Pnl.

Bg.

day night

Page 184



Dialog:

Finn / I'll make the guaaac
(voice goes low)

Action:

Timing:

JAN 31 2014

EPISODE #

1025-170

1025/170

Production :

1025/170

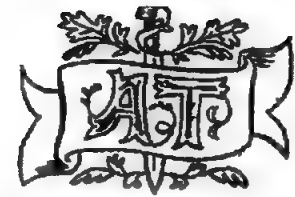
14v
Cut

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1025/170

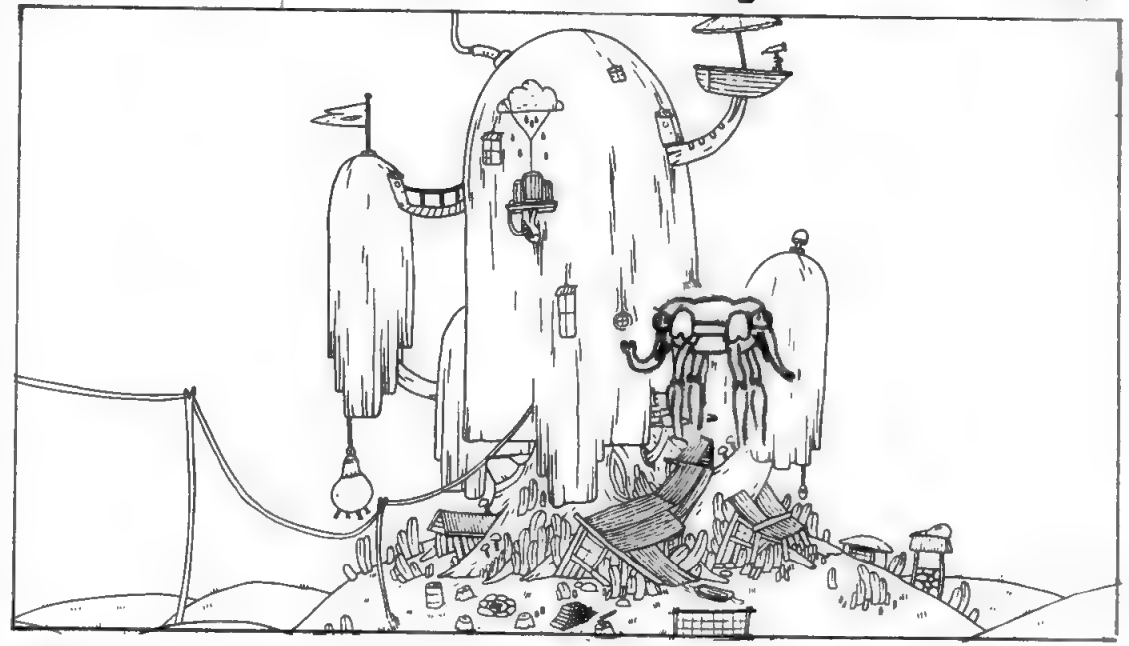
Get
wiped
post

ADVENTURE TIME

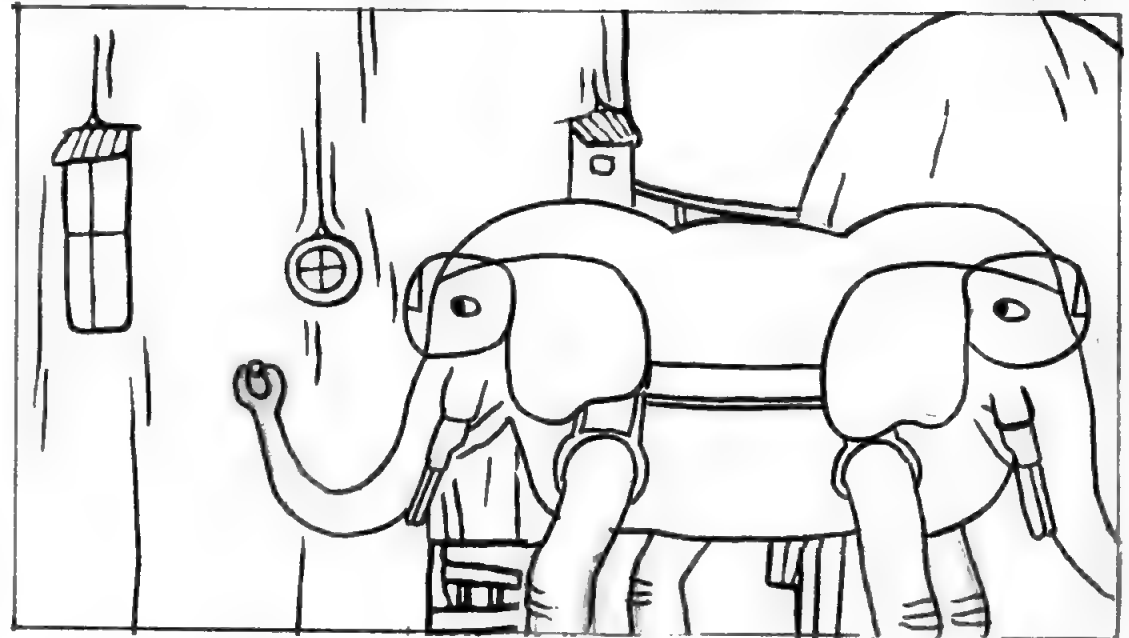


HU
art

Sc. 168 Pnl. A Bg. day night



Sc. 169 Pnl. A Bg. day night



Dialog:	<u>APTWE</u> / FINN!
Action:	- APTWE HOVERS OUTSIDE OF TREEHOUSE.
Timing:	JAN 31 2014

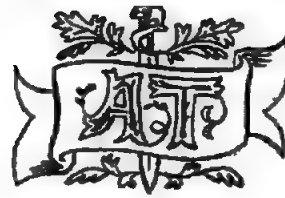
Production : EPISODE #

1025-170

1025/170

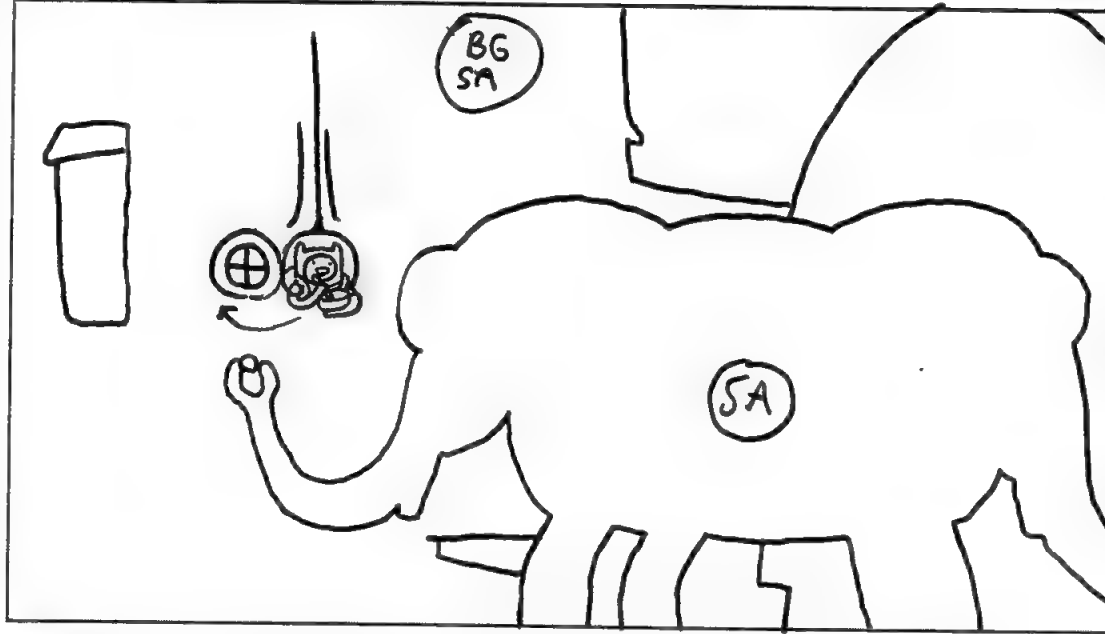
1025/170

ADVENTURE TIME

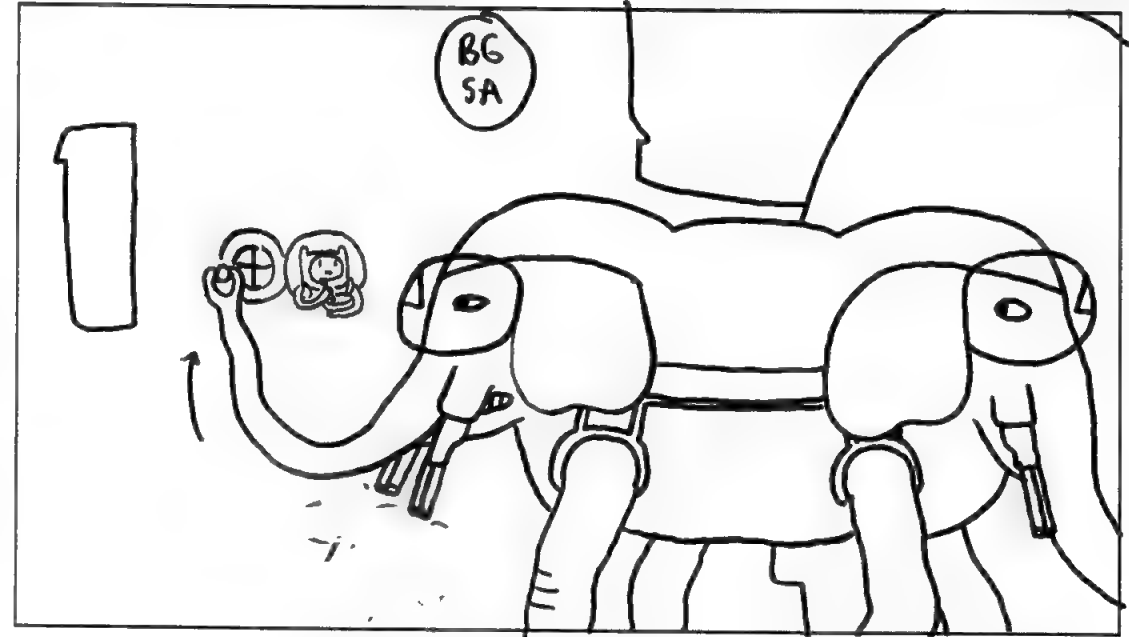


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Sc. 168 CONT Pnl. B Bg. day night



Sc. 169 CONT Pnl. C Bg. day night



Dialog: Finn/ YO what's up A. P. T. DUBS-Y

APTwe/ Finn what do I do now ?

Action: Finn pops out of window
holding a bowl and spoon

JAN 31 2014

Timing:

EPISODE #

Production :

1025/170 1025-170

1025/170

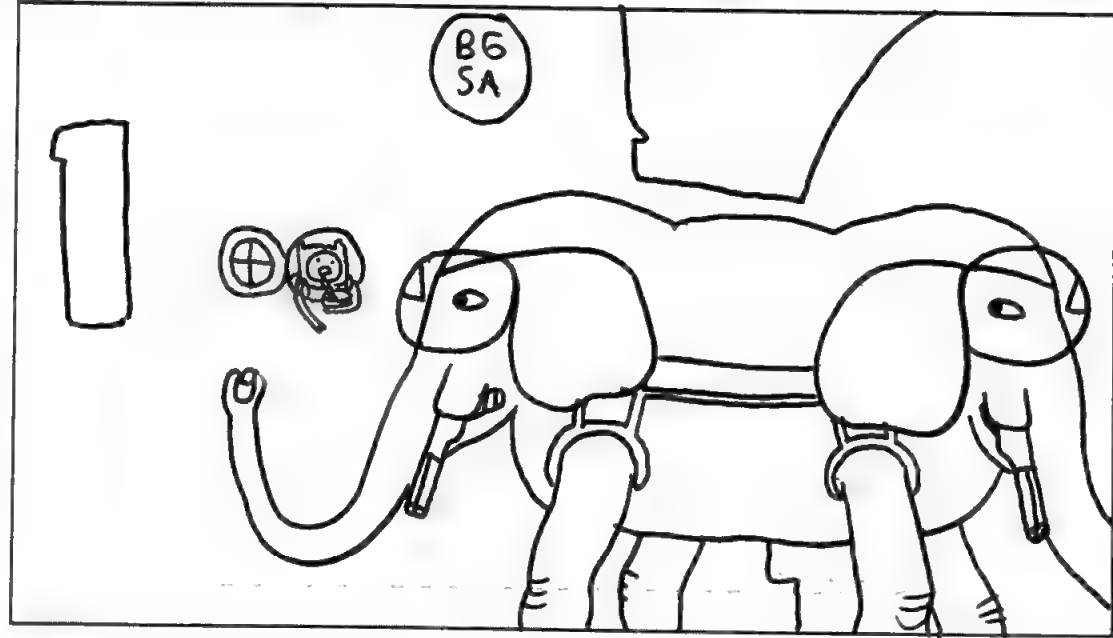
021/9201
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ADVENTURE TIME

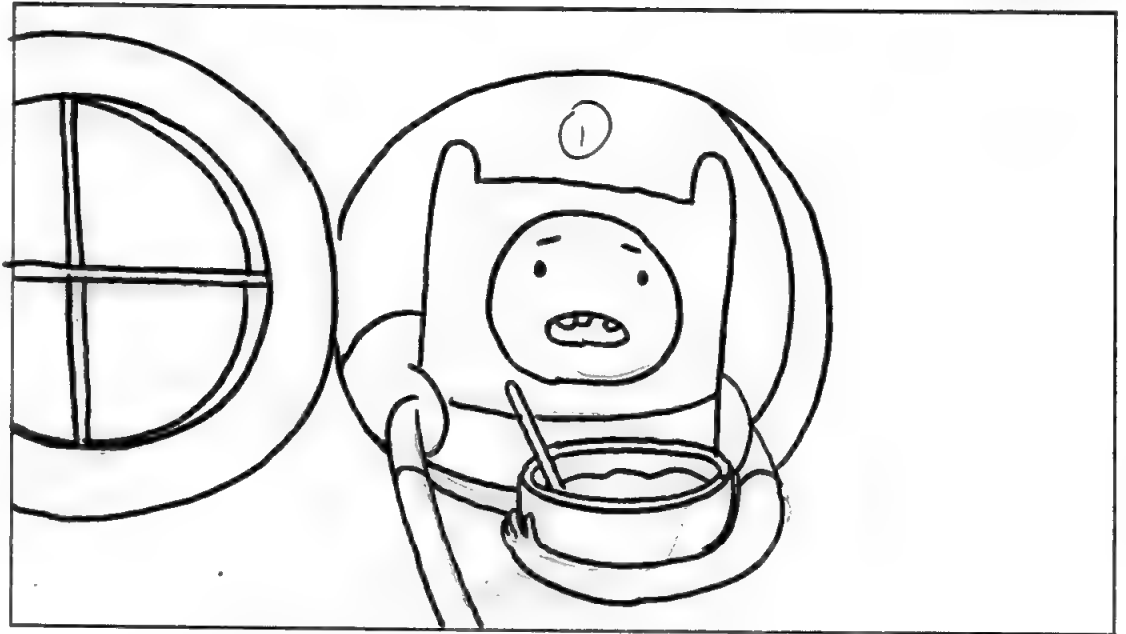


Page 107

Sc. 109 *cut* Pnl. D Bg. day night



Sc. 120 Pnl. A Bg. day night



Dialog: Finn/ Dude I don't know
probably not go back in
the basement.

Finn/①That would②be lame

Action:

Timing:

② A1
JAN 31 2014

EPISODE #

Production :

1025/170 1025-170

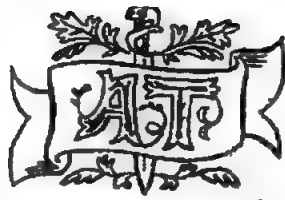
1025/170

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1025/170

Cut

ADVENTURE TIME



Sc.

171

Pnl.

A

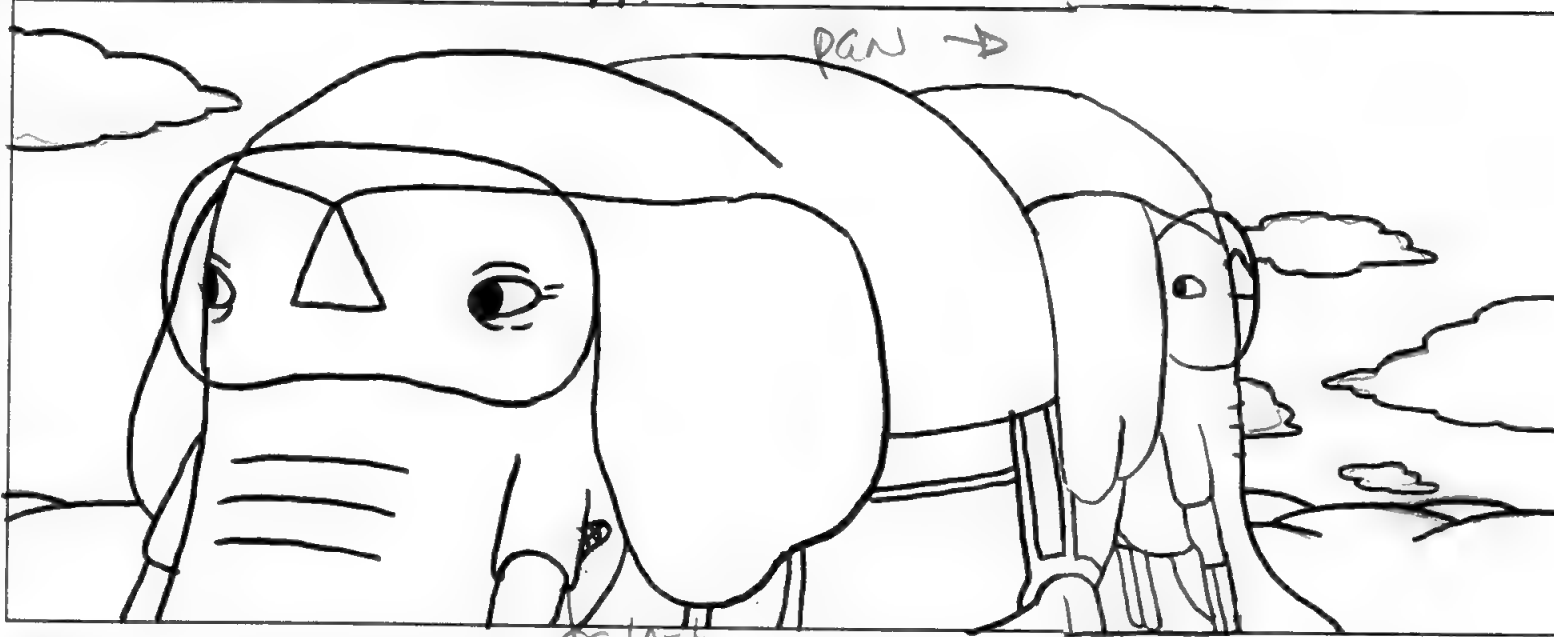
Bg.

day night

B

Page 188

HW
Cut



Dialog: Finn (os) / You're so big'uns you should be free, boi.

Action: -PAN ACROSS APTWE.

Timing: JAN 31 2014

EPISODE #

Production :

1025-170

1025/170

1025/170

1025/170

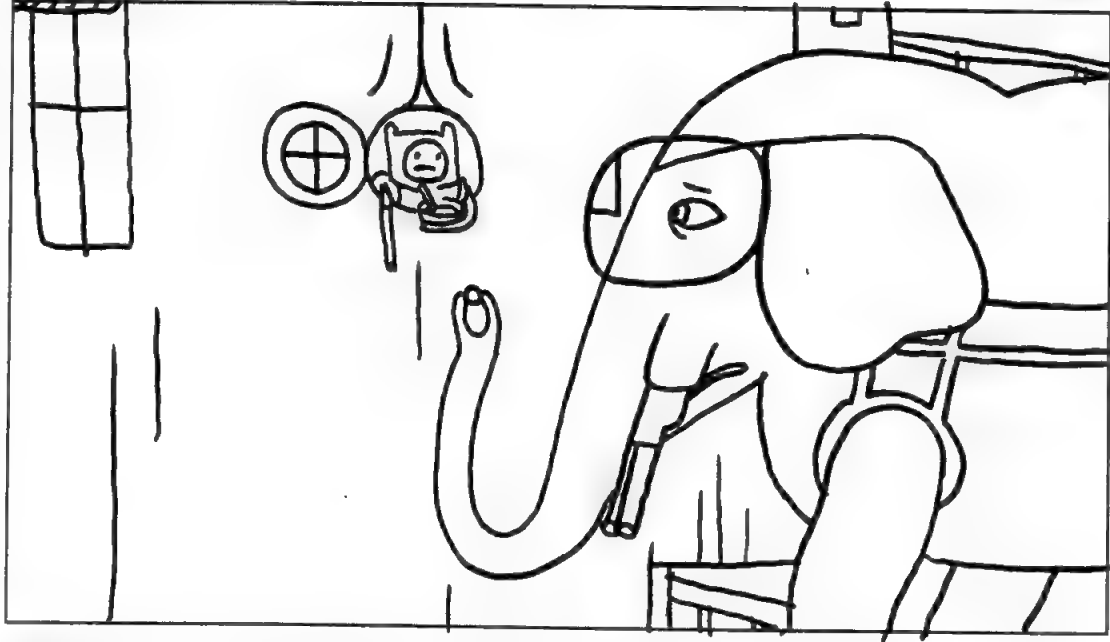
Hu
Cut

ADVENTURE TIME

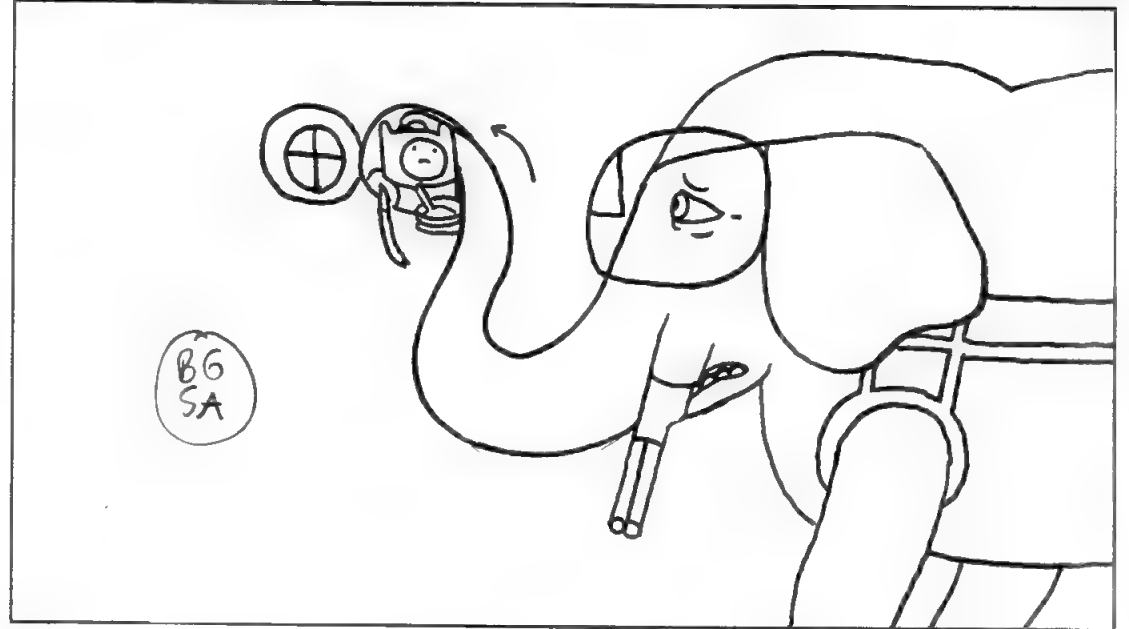


Page 189

Sc. 172 Pnl. A Bg. day night



Sc. 172 *CONT* Pnl. B Bg. day night



Dialog: APTWE/ "Free" to do what?

APTWE/ I need psychic commands.

Action:

JAN 31 2014

Timing:

Hu
Cut

1025-170

EPISODE #

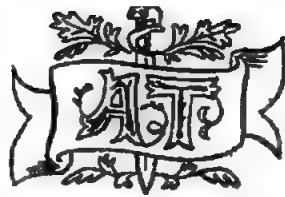
1025/170

Production :

1025/170

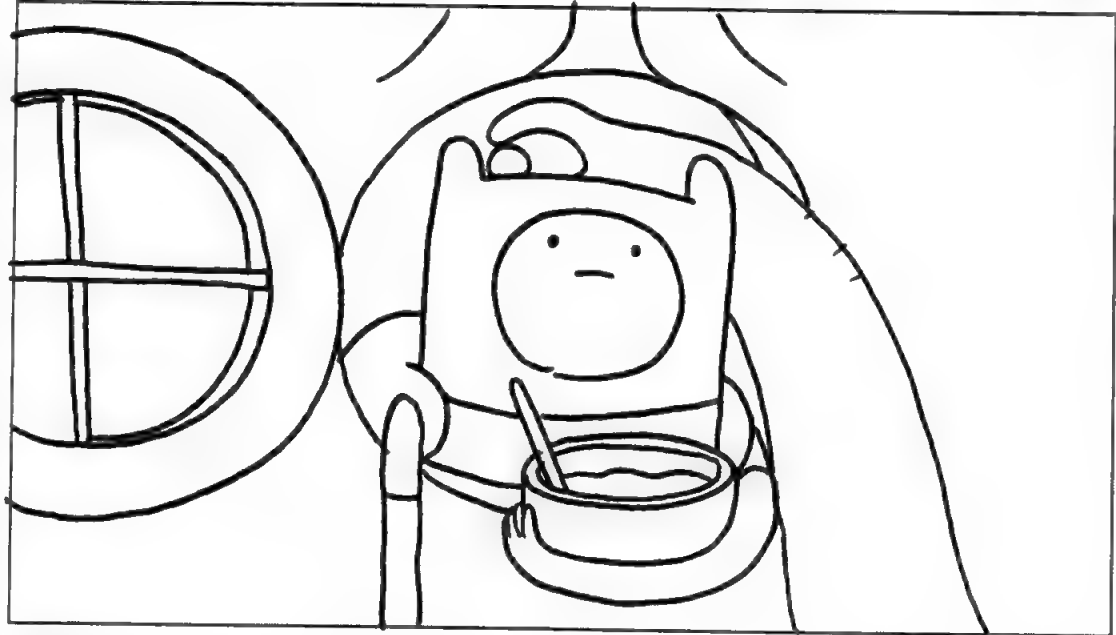
Ho
Cut

ADVENTURE TIME

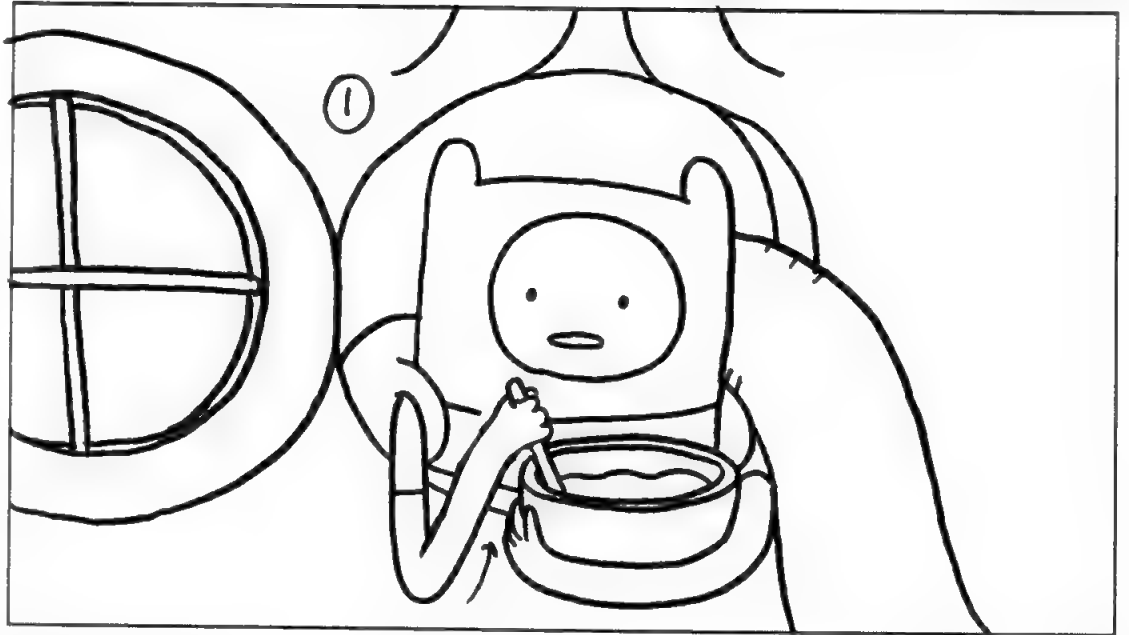


Page 190

Sc. 173 Pnl. A Bg. day night



Sc. 173 cont Pnl. B Bg. day night



Dialog: (beat) Finn ① Can you help me dice ② tomatoes for this guac?

Action:

Timing:

JAN 31 2014



EPISODE #

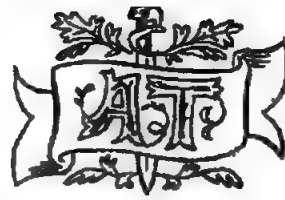
Production :

1025-170

1025/170

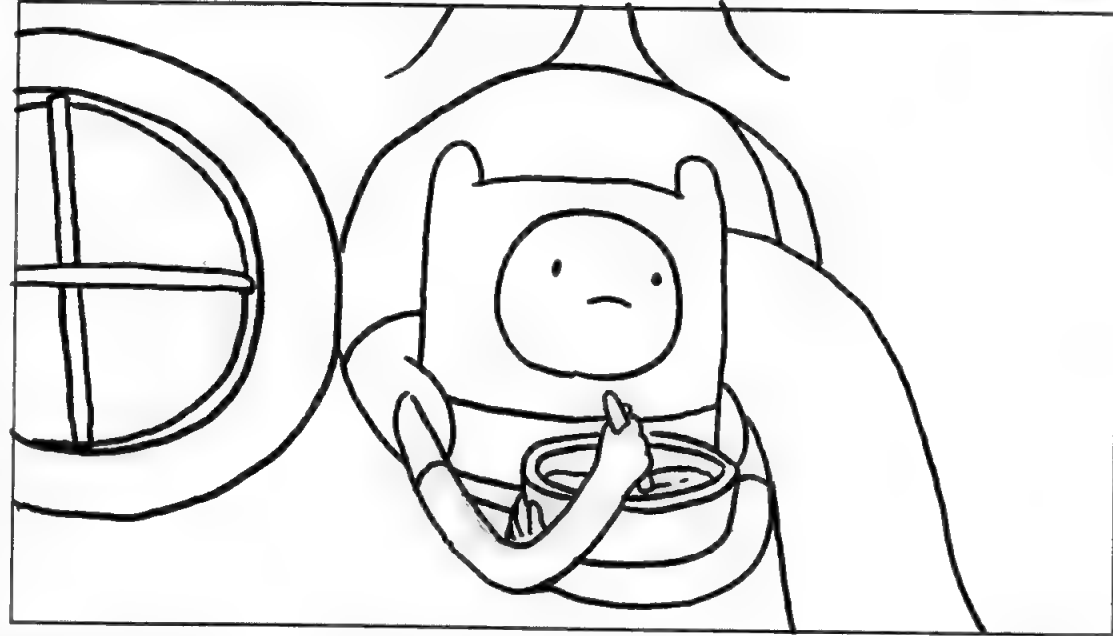
1025/170

ADVENTURE TIME

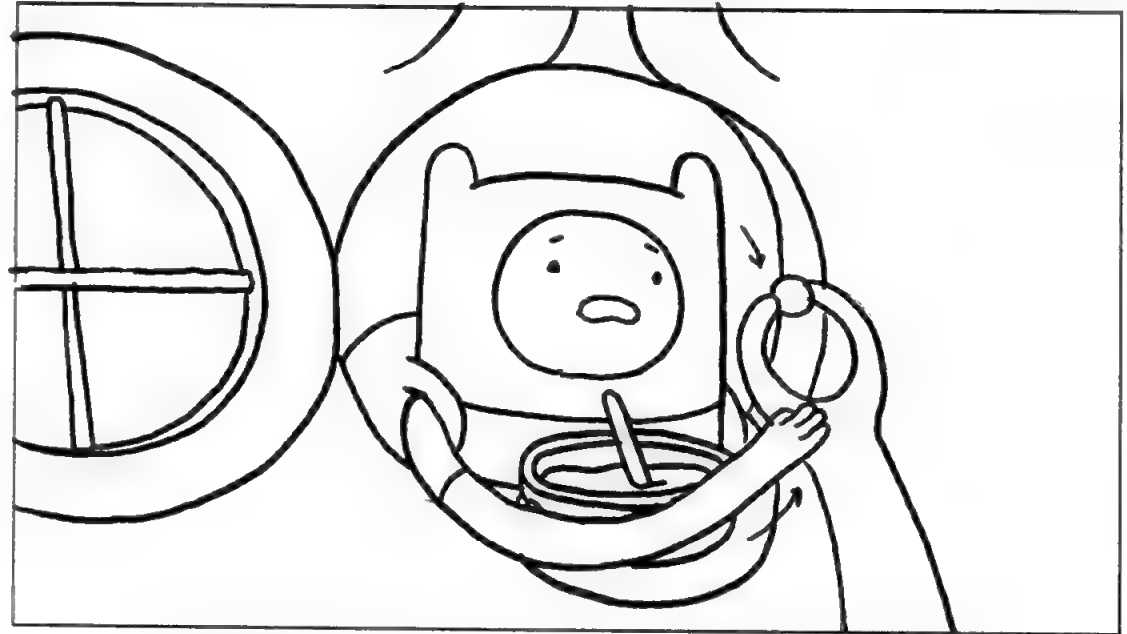


Page 191

Sc. 173 CONT Pnl. C Bg. day night



Sc. 173 CONT Pnl. D Bg. day night



Dialog: APTWE/(os) NO... Finn/ Yov see man, I feel weird giving yov orders

Action: JAN 31 2014

Timing:

EPISODE #

1025-170

1025/170

Production :

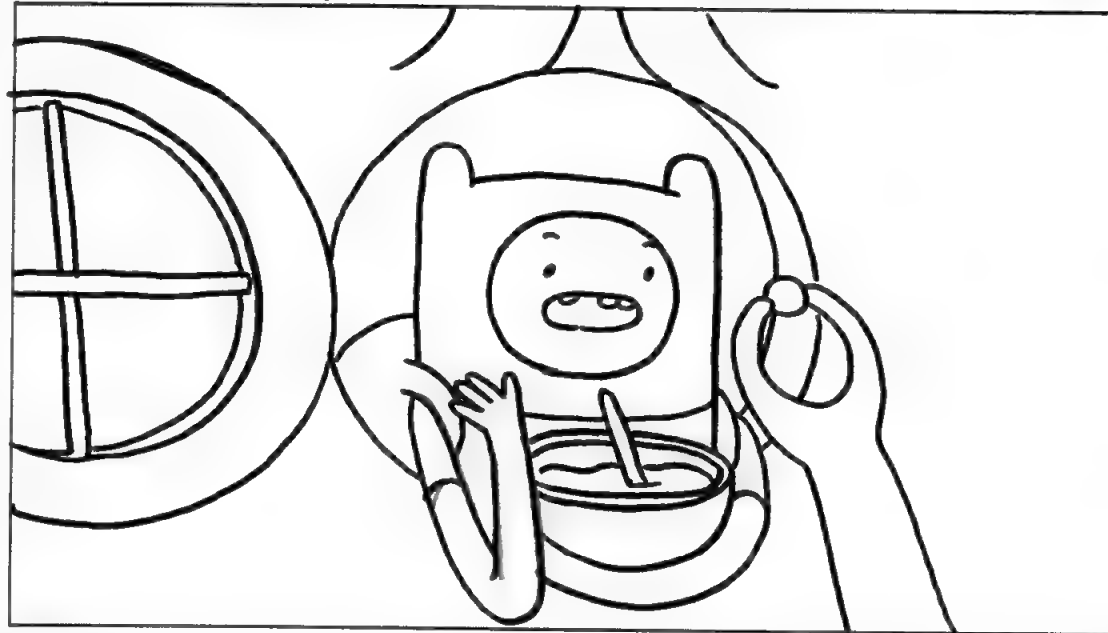
1025/170

ADVENTURE TIME

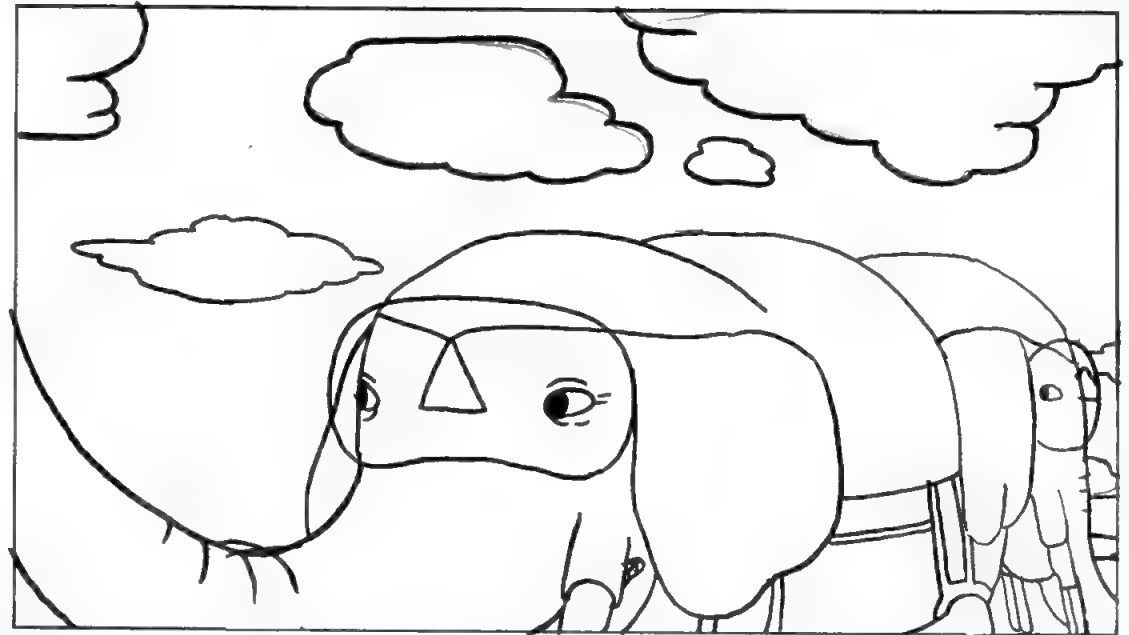


Page 192

Sc. 173 *cont* Pnl. E Bg. day night



Sc. 174 Pnl. A Bg. day night



Dialog: Finn/ you should just do your own thing... Finn (os)/ Realize your potential.

Action:

JAN 31 2014

Timing:

EPISODE #

Production :

1025-170

1025/170

1025/170

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ADVENTURE TIME

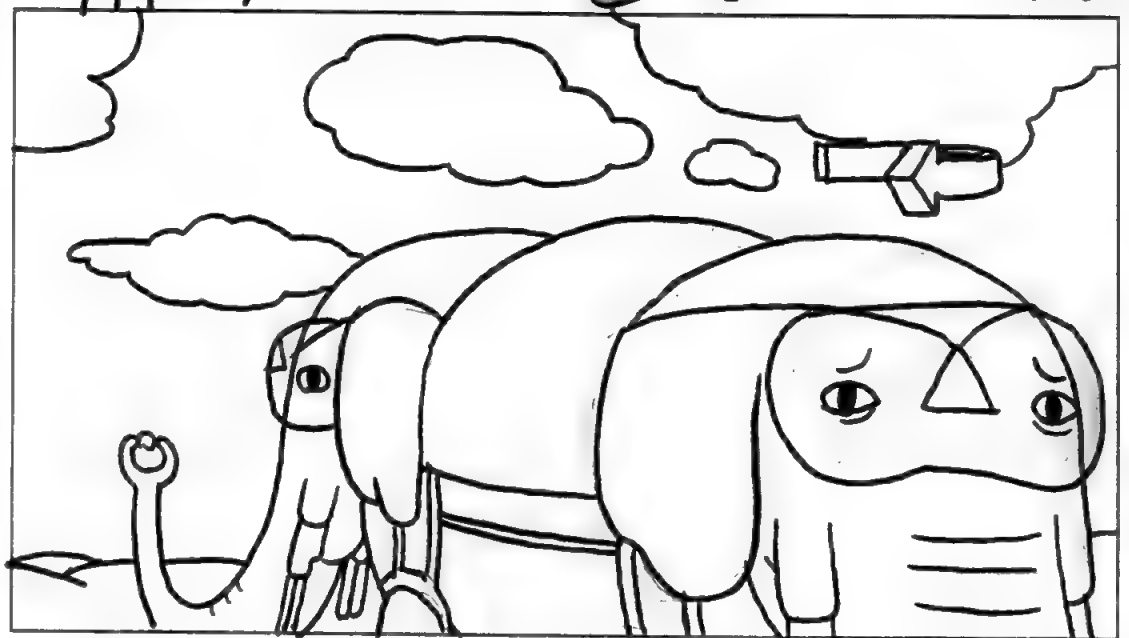


Page 193

Sc. 174 *CONF* Pnl. B Bg. day night



Sc. 174 *CONF* Pnl. C Bg. day night



Dialog: APTWE / But this is what I am. APTWE / A war machine who --

Action: - APTWE ROTATES -

JAN 31 2014

Timing:

EPISODE #

Production :

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1025/170

1025/170

1025/170
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ADVENTURE TIME



Sc. 174 cont

Pnl. D

Bg.

day night



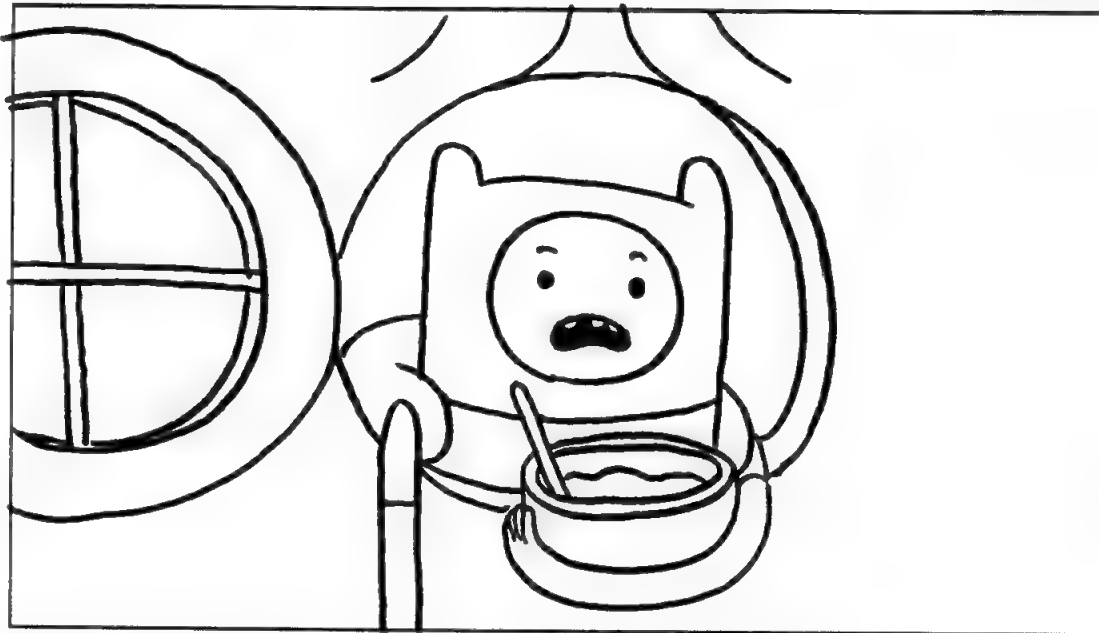
Sc. 176

Pnl. A

Bg.

Page 194

day night



Dialog: APTWE / (cont) - serves it's master.

Finn / NO man, you're -

Action:

Timing:

JAN 31 2014

EPISODE #

Production :

1025-170

1025/170

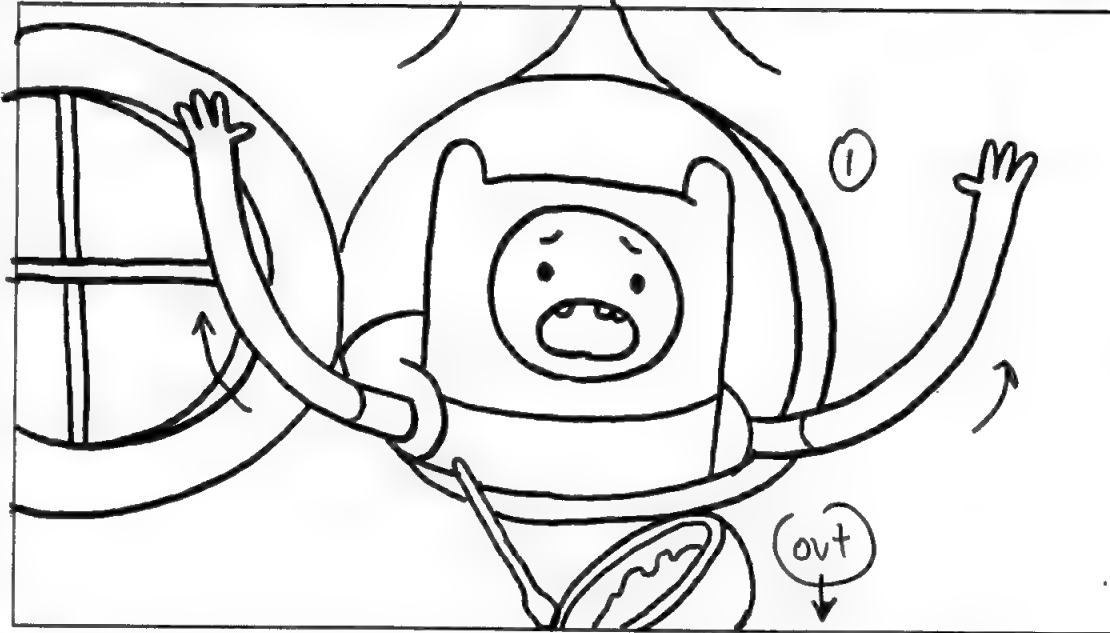
1025/170

ADVENTURE TIME

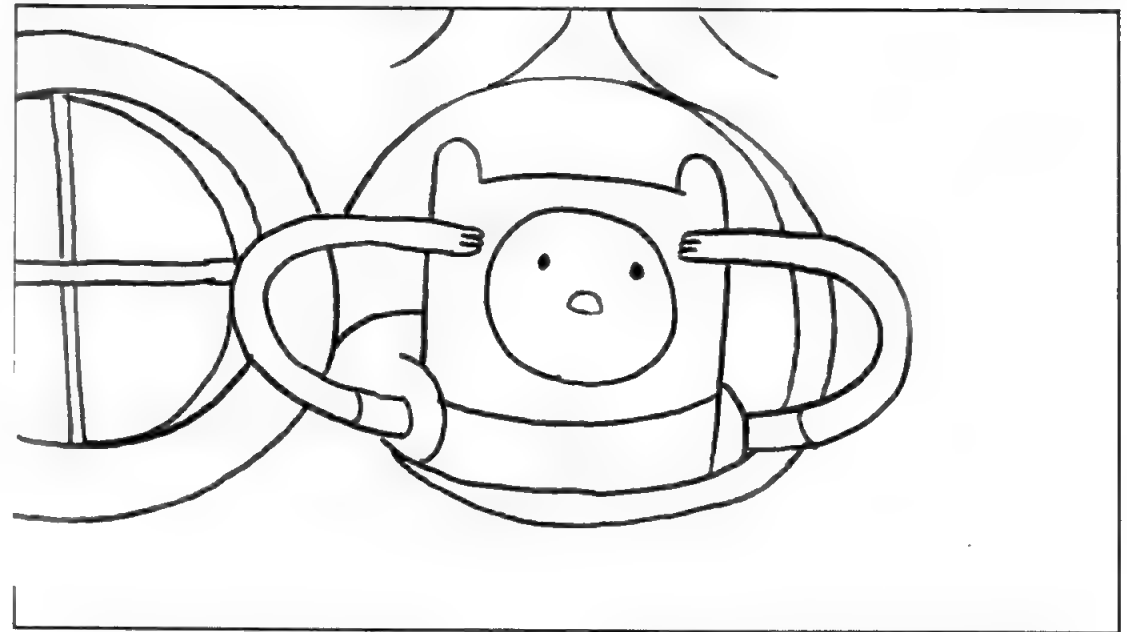


Page 195
day night

Sc. 176 cont Pnl. B Bg. day night



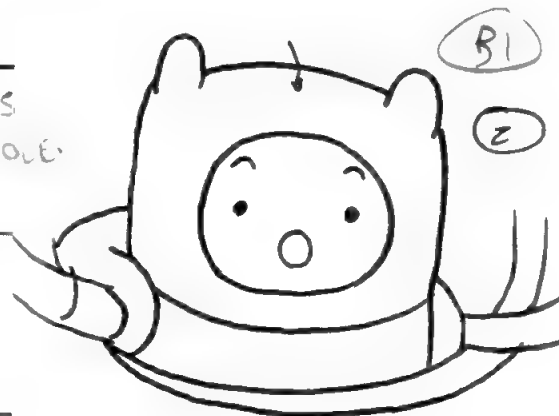
Sc. 176 cont Pnl. C Bg. day night



Dialog: Finn more than that woops

Finn/ I see into your brain
remember?

Action: - F. THROWS UP ARMS
AND PROPS GUACAMOLE.



Timing:

JAN 31 2014

EPISODE #

Production :

1025-170

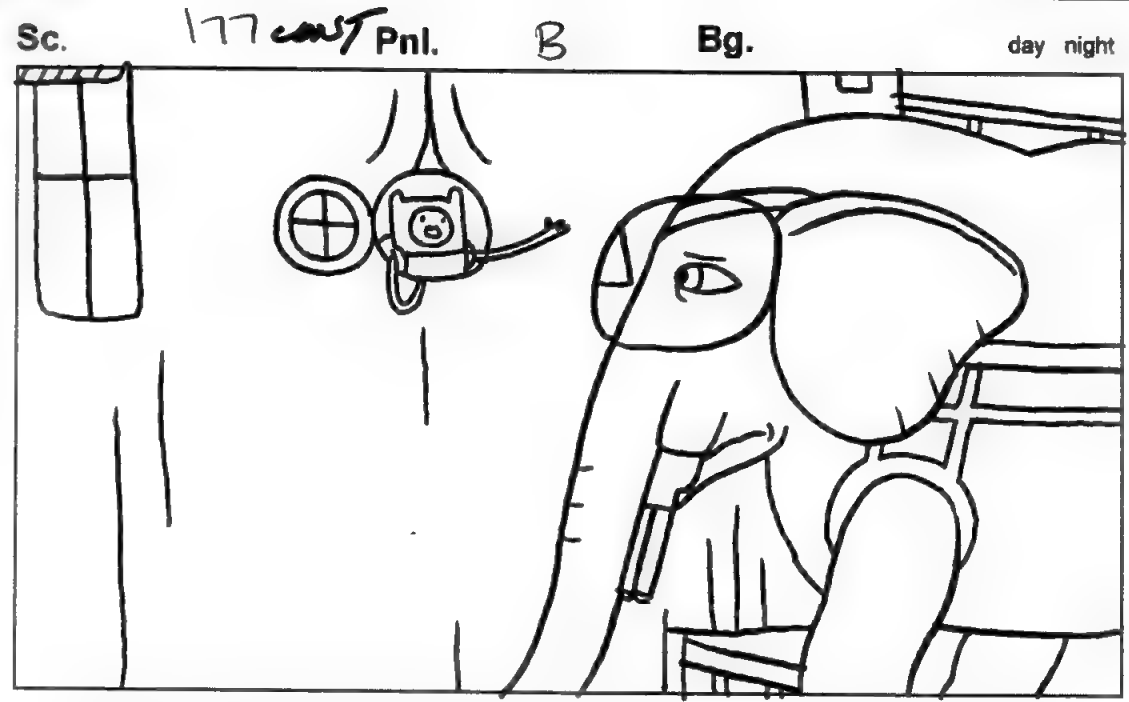
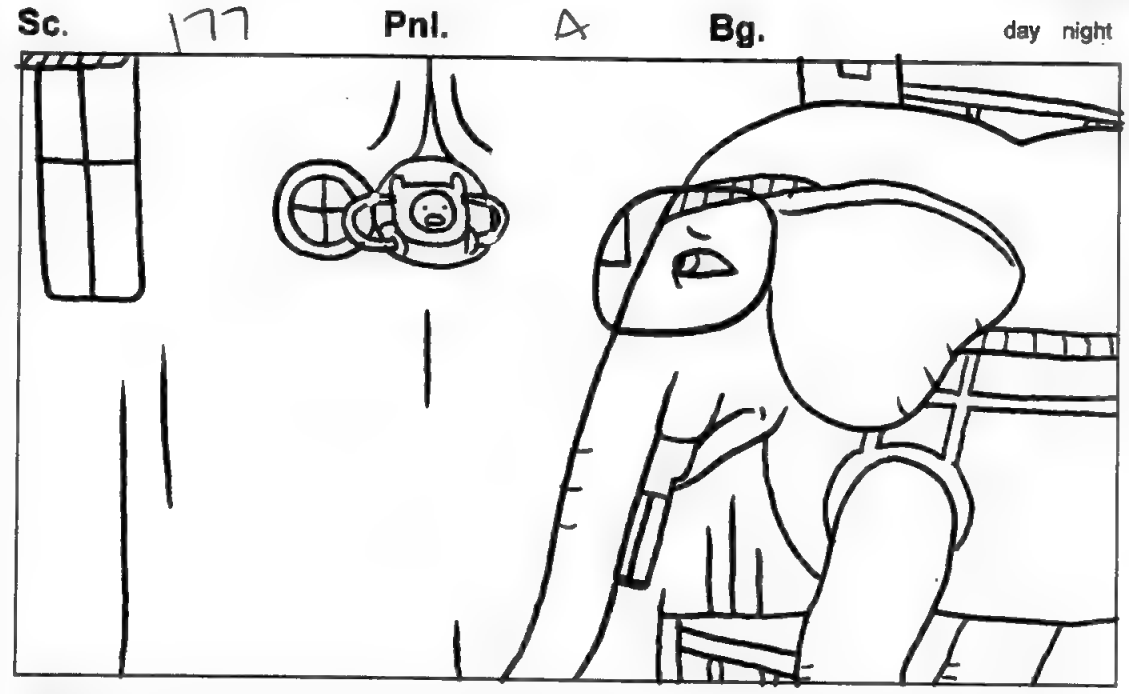
1025/170

1025/170

1025/170

HO
cut

ADVENTURE TIME



Dialog:	<u>Finn</u> / You'll do great,	<u>Finn</u> / just go for it.
Action:		
Timing:		

JAN 31 2014

EPISODE #

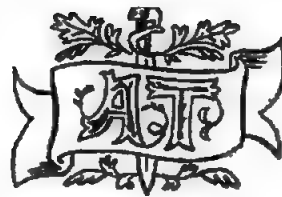
Production :

1025-170

1025/170

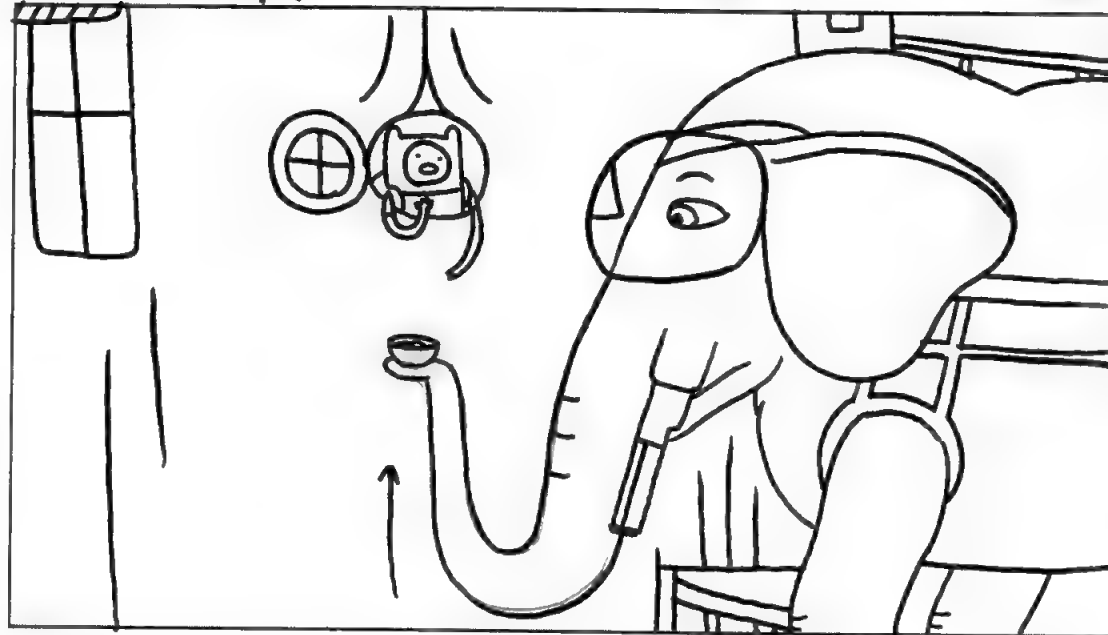
1025/170

ADVENTURE TIME

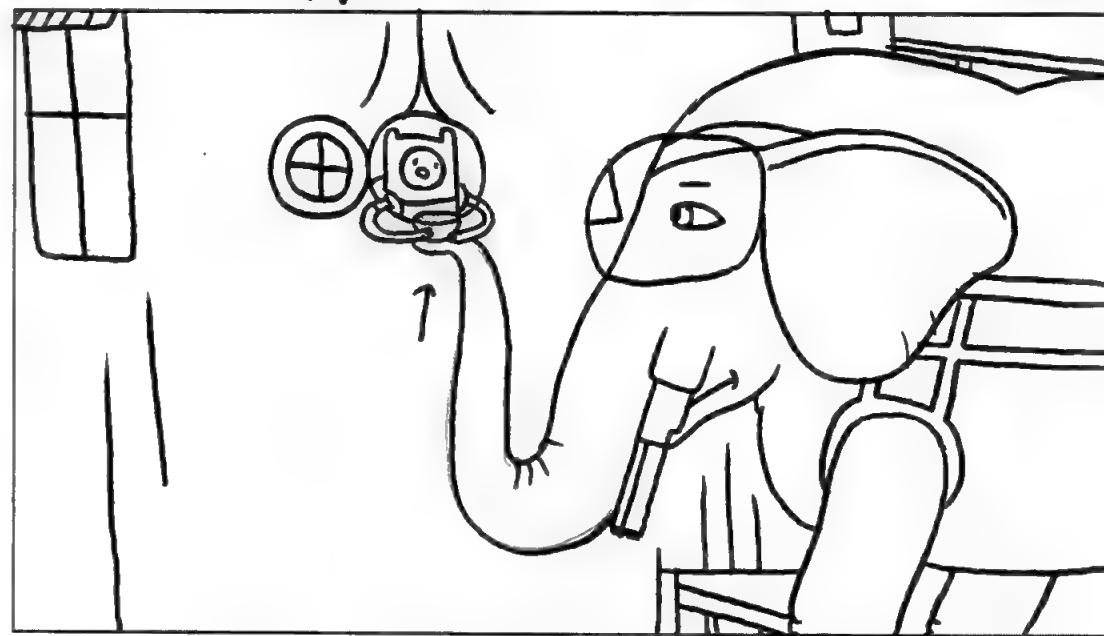


Page 197

Sc. 177 *CONT* Pnl. C Bg. day night



Sc. 177 *CONT* Pnl. D Bg. day night



Dialog: Finn/ I believe in you man

Finn/ Oh word thanks.

Action: - APTWE HANDS GUALCMOLE BACK TO FINN.

JAN 31 2014

Timing:

EPISODE #

Production :

1025-170

1025/170

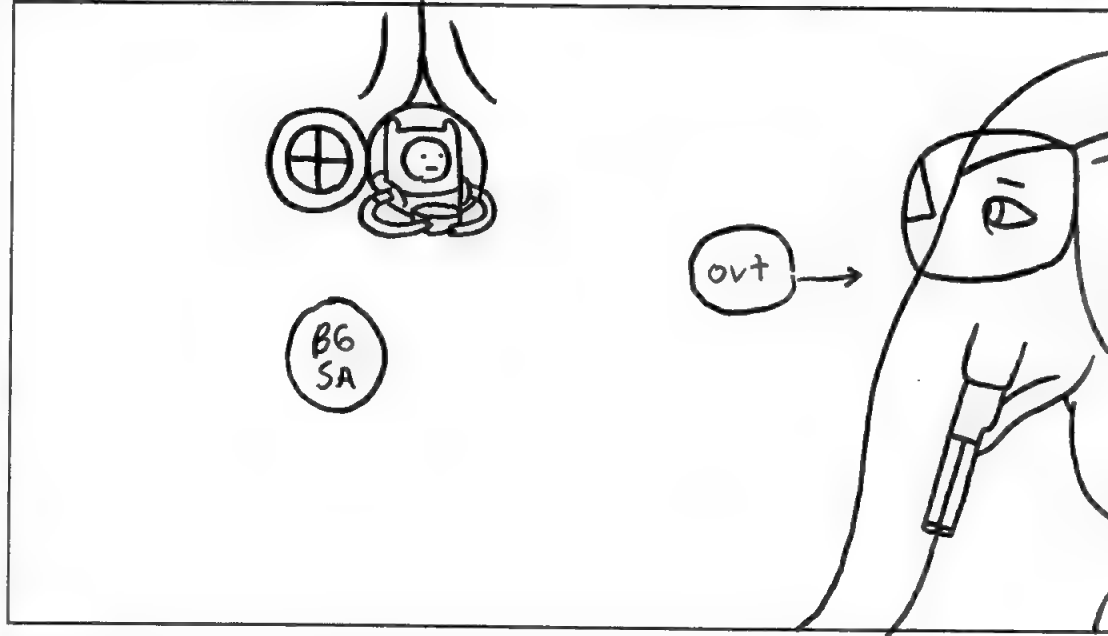
1025/170

ADVENTURE TIME

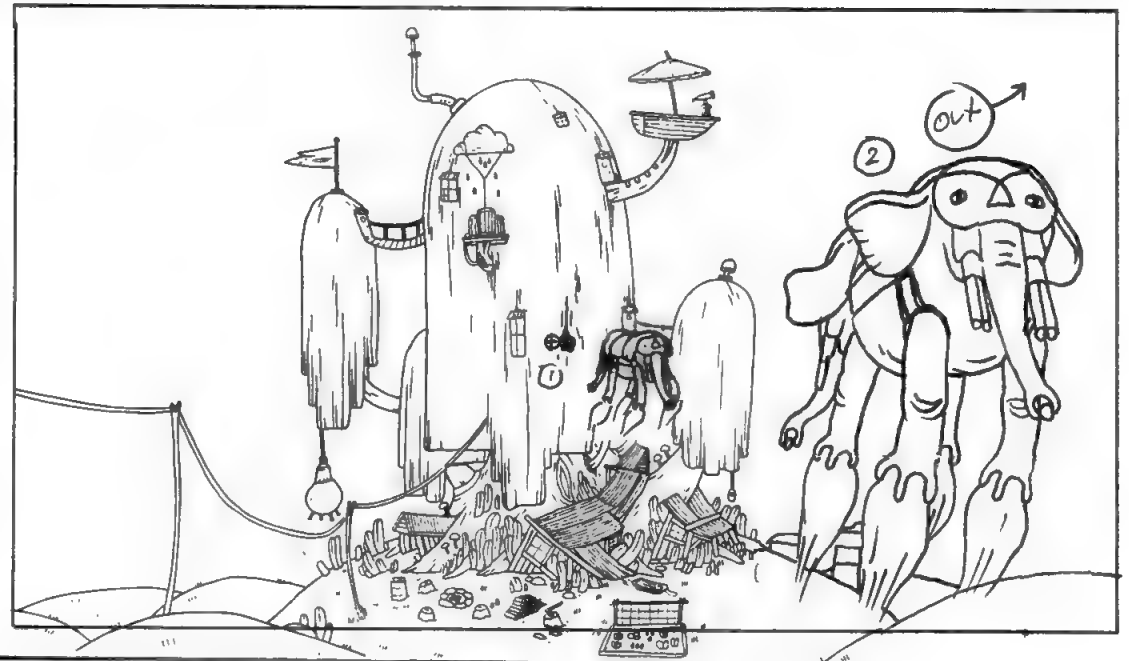


Page 198

Sc. 177 cont Pnl. E Bg. day night



Sc. 178 Pnl. A Bg. day night



Dialog:

APTWE/ maybe Darren was right ...

APTWE/ There's no place for my ancient ways!

Action:

- APTWE BACKS OFF/S.

Timing:

JAN 31 2014

EPISODE #

Production :

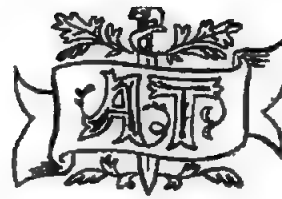
1025-170

1025/170

1025/170

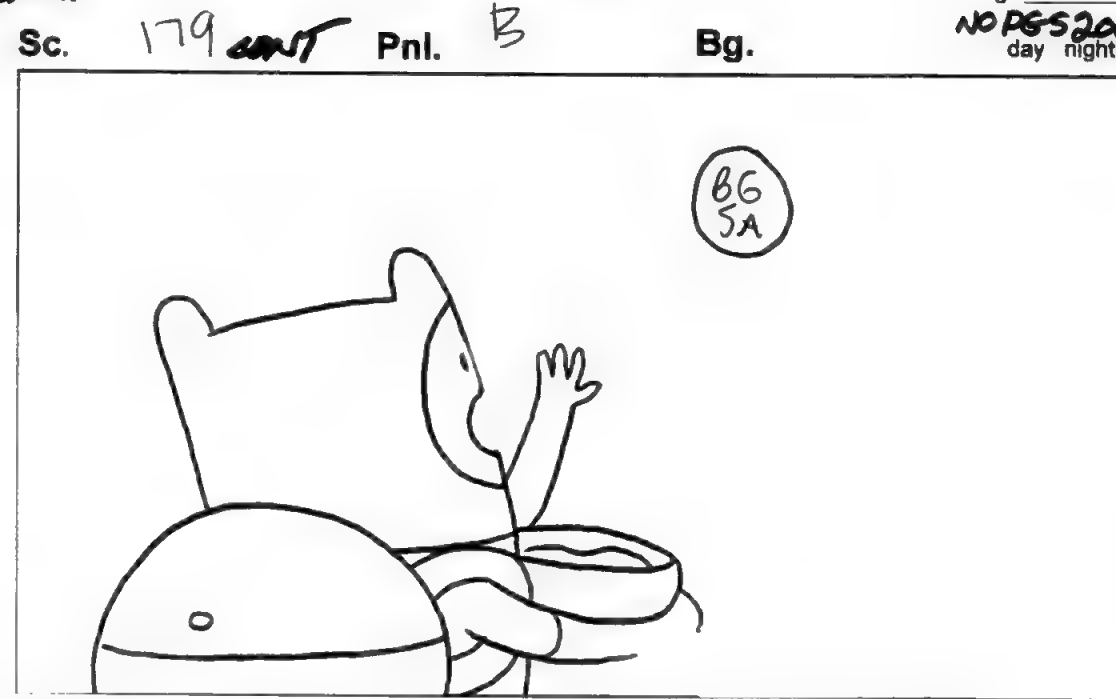
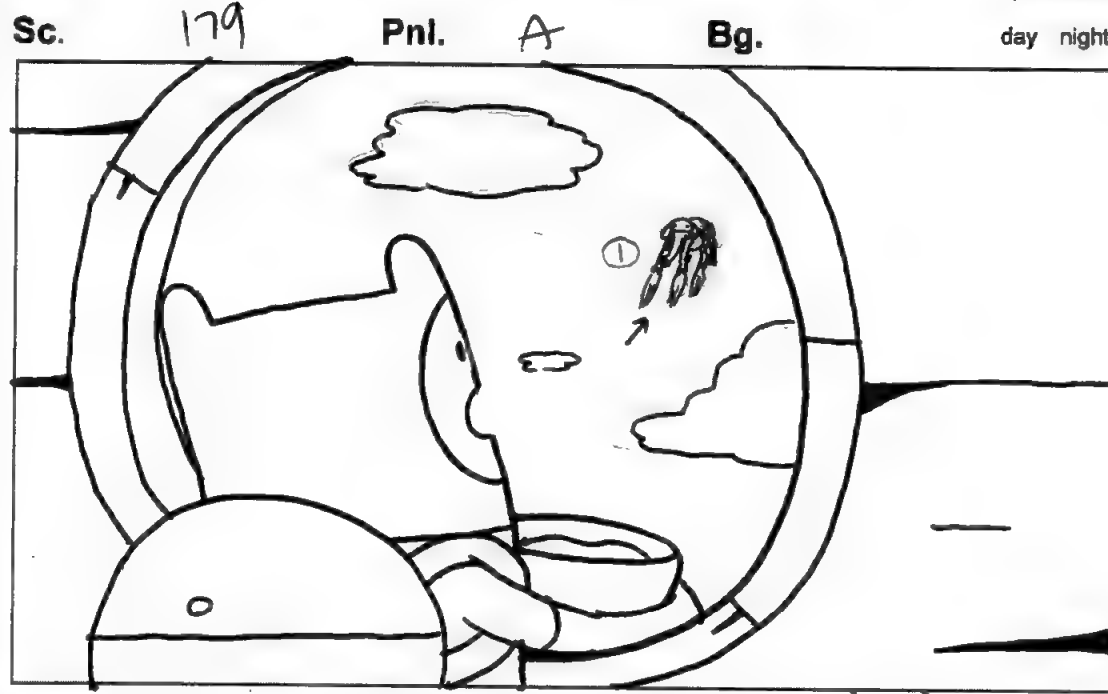
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ADVENTURE TIME



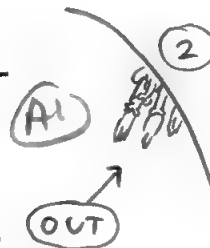
NO SC'S
180-182

Page 199
NO PGS 200-202
day night



Dialog: Finn/ Don't think like that dude!

Action: - APTWE FLIES OFF/S.



Timing:

Finn/ come back and see us
whenever!

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EPISODE #

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1025/170

Production :

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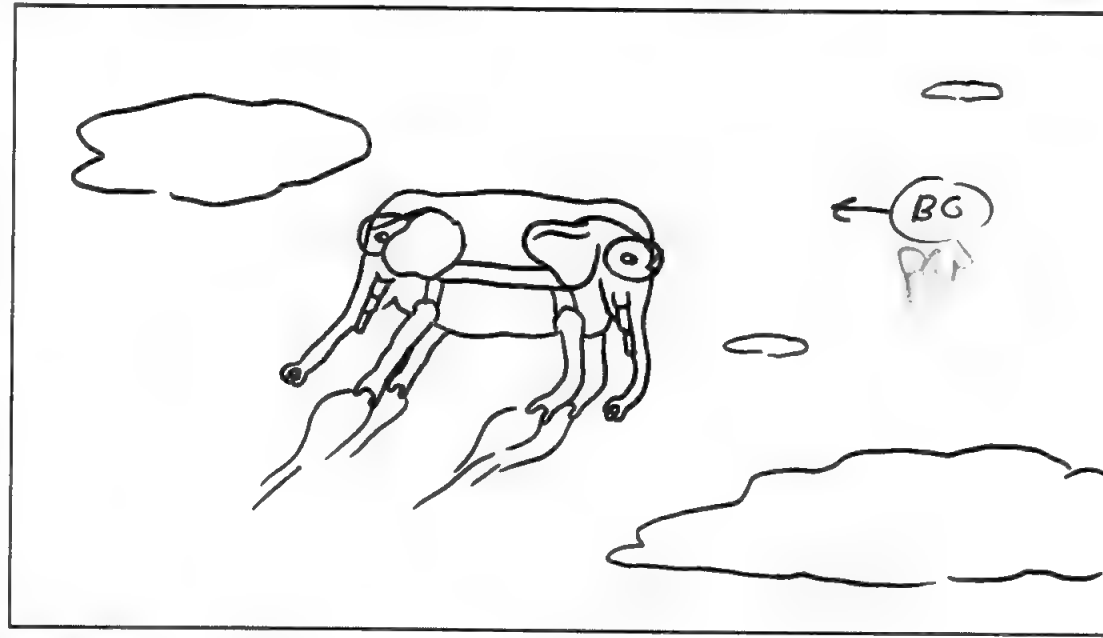
Cut

ADVENTURE TIME

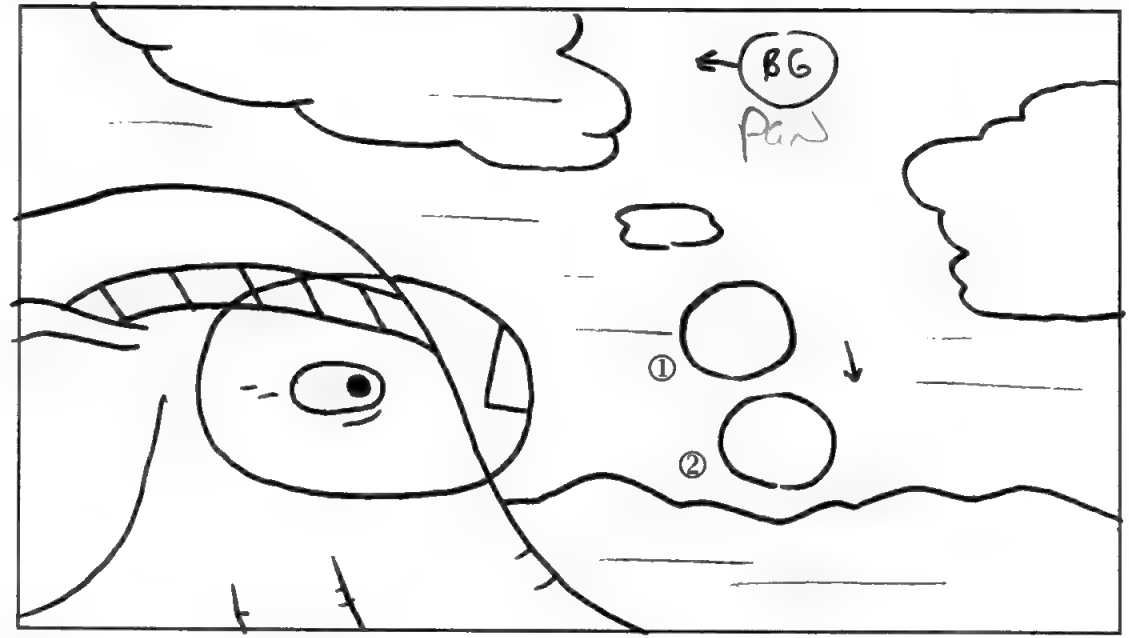


the cut

Sc. 183 Pnl. A Bg. day night



Sc. 184 Pnl. A Bg. day night



Dialog:
Action: APTWE flying sun setting
Timing:

JAN 31 2014

Cut

EPISODE #

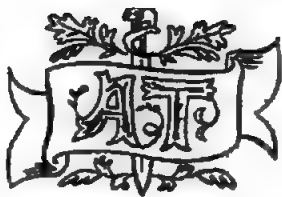
1025-170
1025/170

Production :

1025/170

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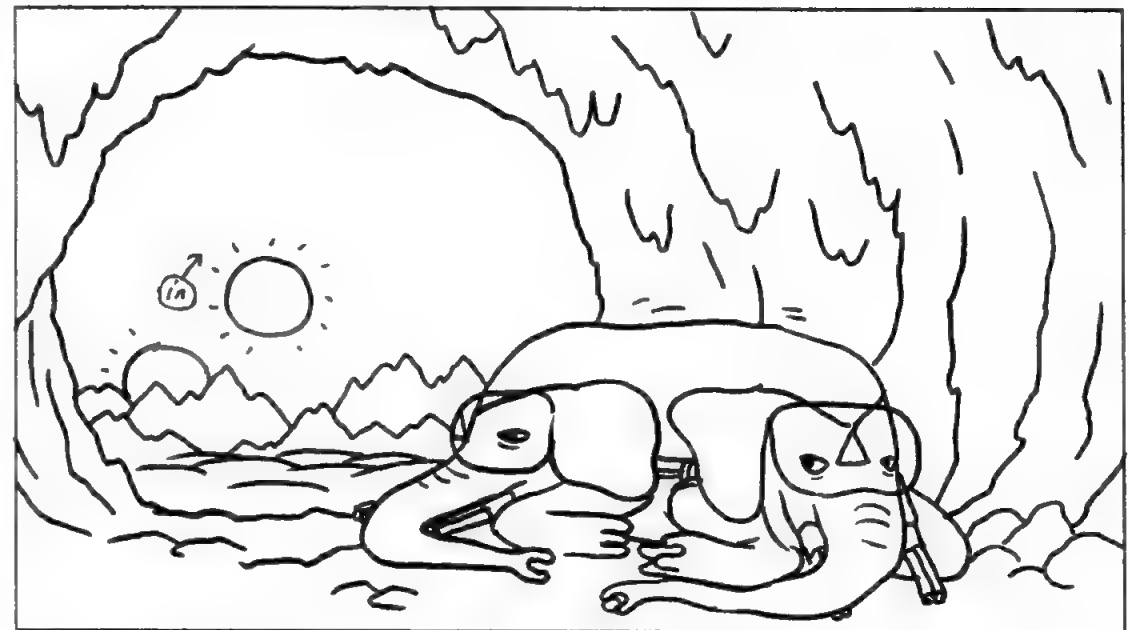
ADVENTURE TIME



Sc. 185 Pnl. A Bg. day night



Sc. 185 cont Pnl. B Bg. day night



Hu
cut

Dialog:	yelling → singing	
Action:	moon dips out elephant breathing	Sun rises APTWE opens its eyes
Timing:	JAN 31 2014	

EPISODE #

Production :

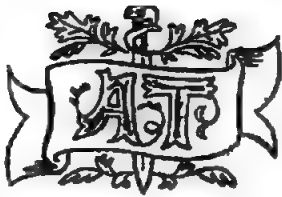
1025/170 1025-170

1025/170

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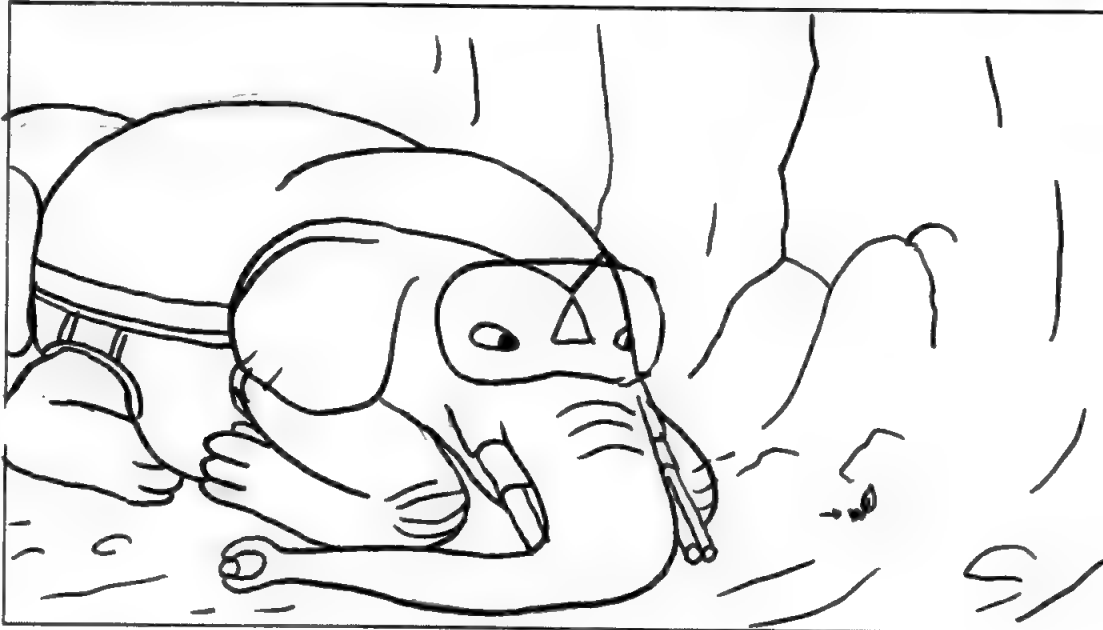
the ant

ADVENTURE TIME

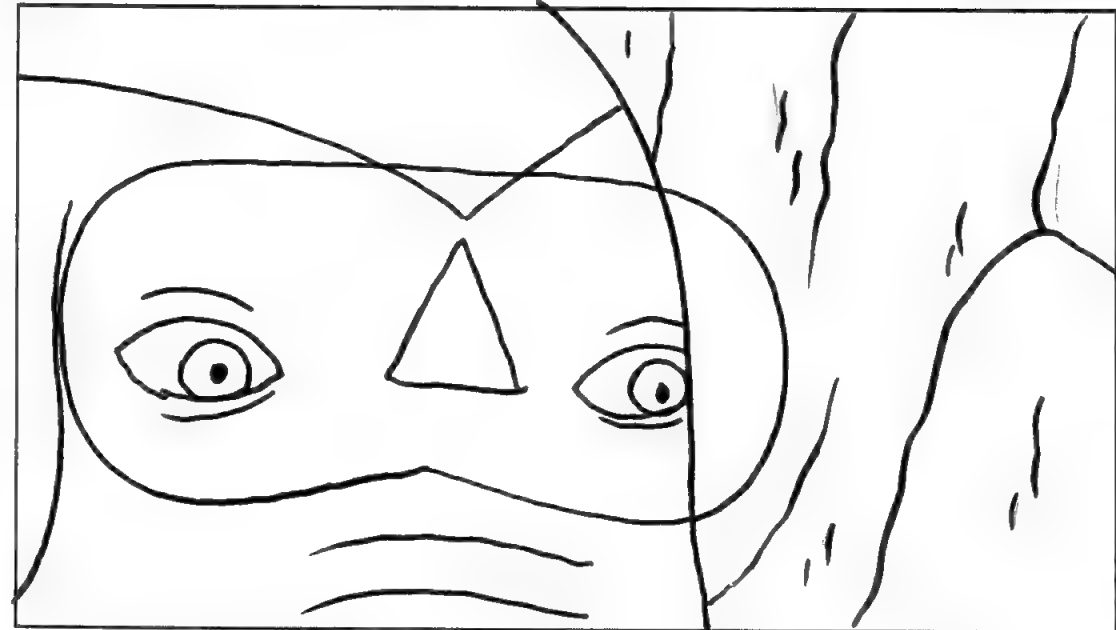


HU ant

Sc. 186 Pnl. A Bg. day night



Sc. 187 Pnl. A Bg. day night



Page 205
205A NEXT

Dialog:

Action: APTWE looking at an ant carrying a leaf

Timing:



JAN 31 2014

EPISODE #
Production :

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1025/170

ADVENTURE TIME



Sc. 187A

Pnl. A

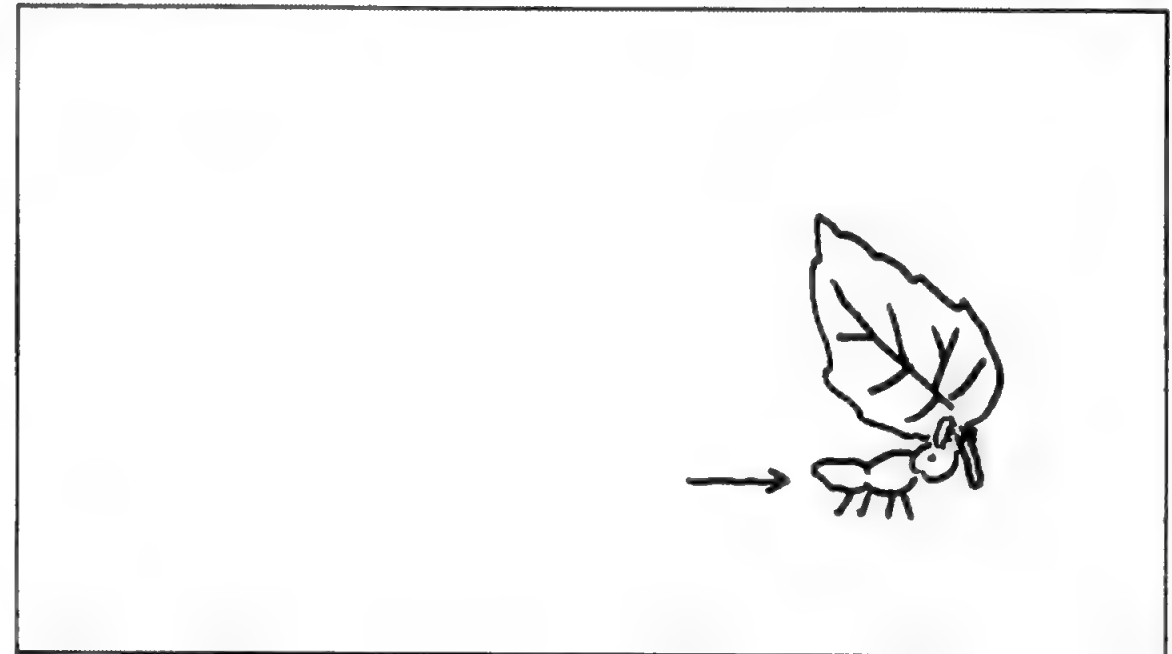
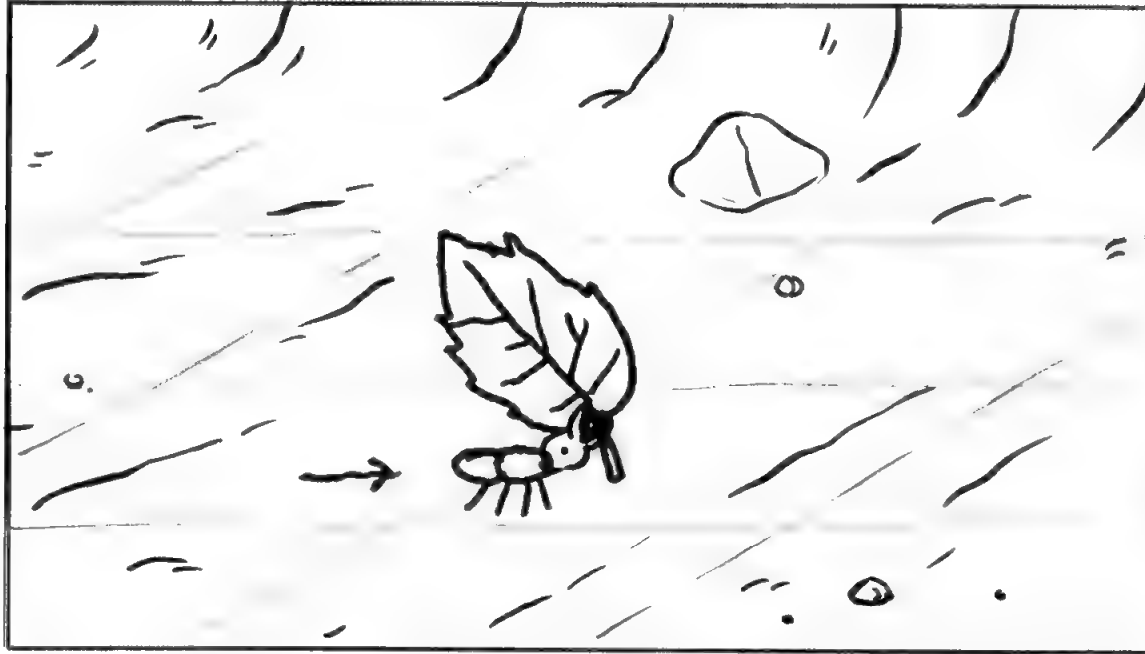
Bg.

day night

Sc. 187A *coast*

Pnl. B

Bg.



Dialog:

(VJ)
Ant/ I'm doing this for a reason.

(VJ)
Ant/ What choice is there?

Action:

JAN 31 2014

Timing:

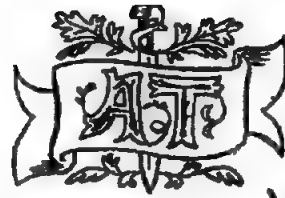
EPISODE # 1025-170
1025/170

Production:

1025/170

Cut

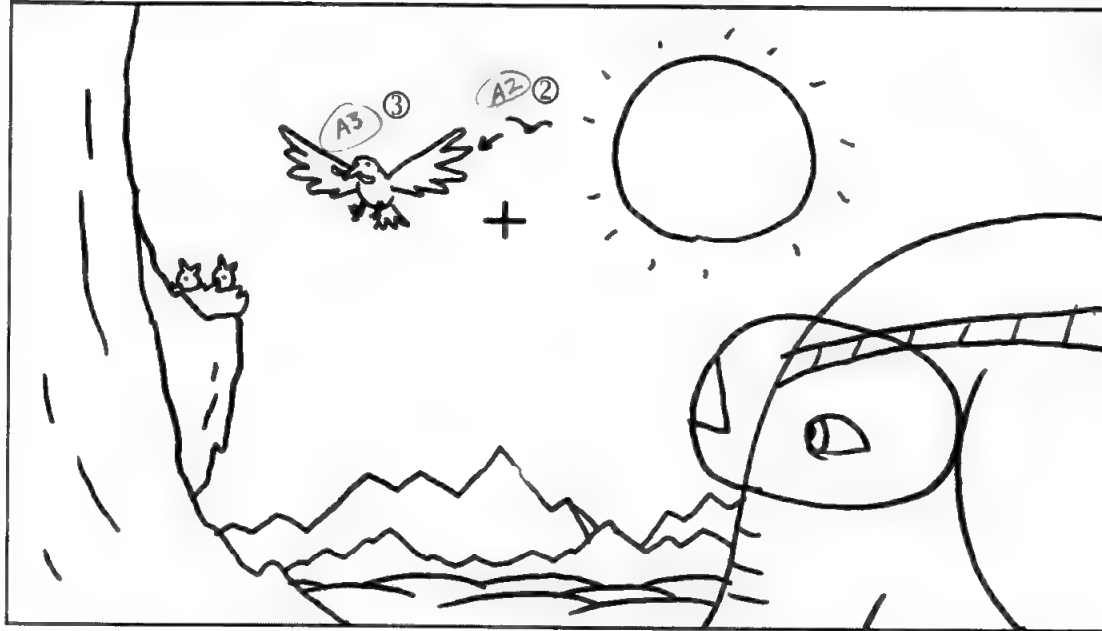
ADVENTURE TIME



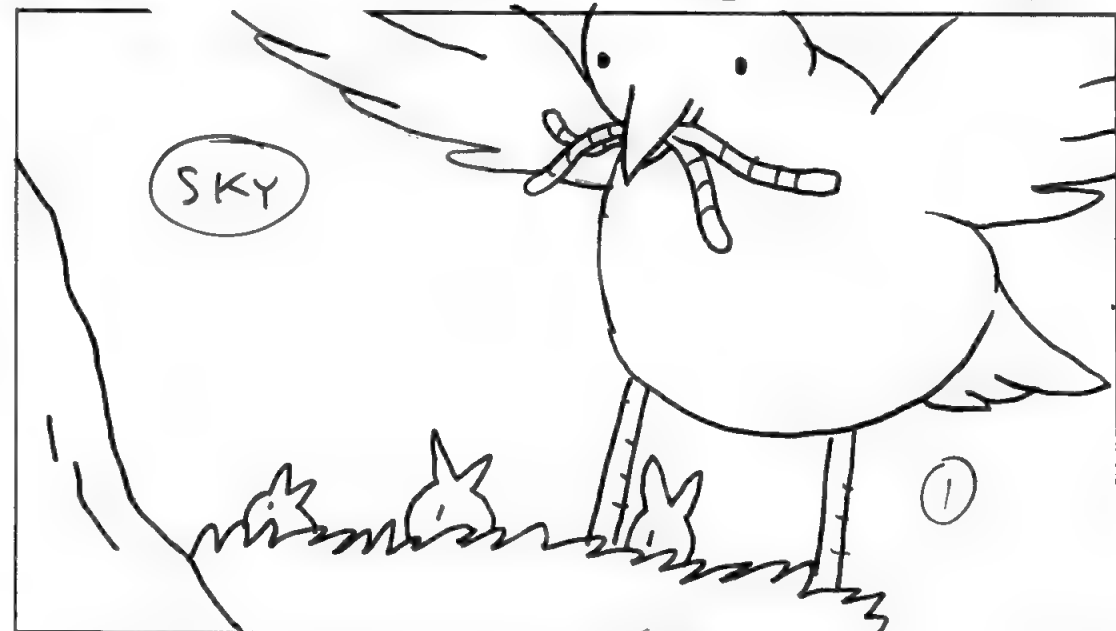
Hu
Cut

Page 206

Sc. 108 Pnl. A Bg. day night



Sc. 109 Pnl. A Bg. day night



Hu
Cut

Dialog: Bird babies/ hungry! hungry! hungry!

Mom Bird (psychic) / must... feed... babies...
(mouth not moving)

Action: - BIRD AUGHTS ON NEST.

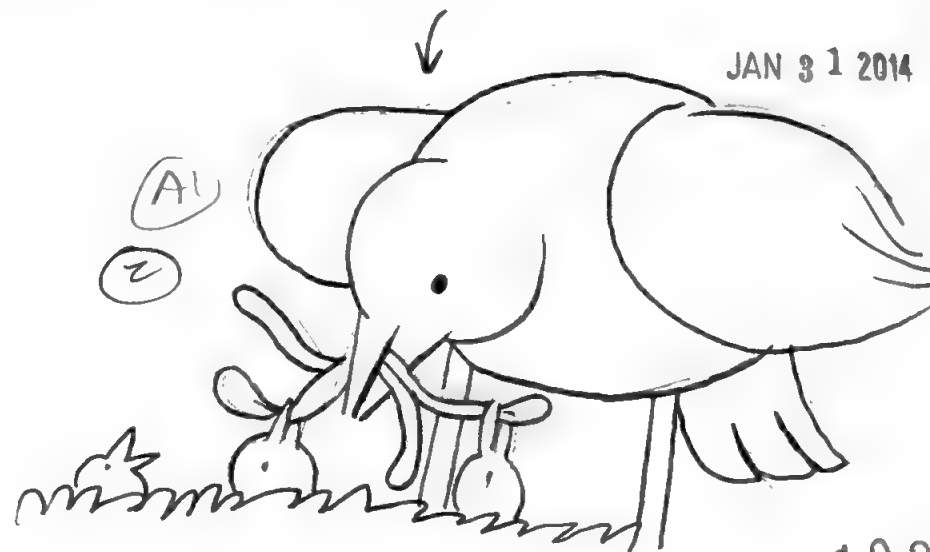
Timing:

A1 1
A2 2

A1 1
+



JAN 31 2014



EPISODE #

Production :

1025/170 1025-170

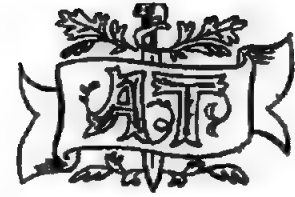
1025/170

1025/170

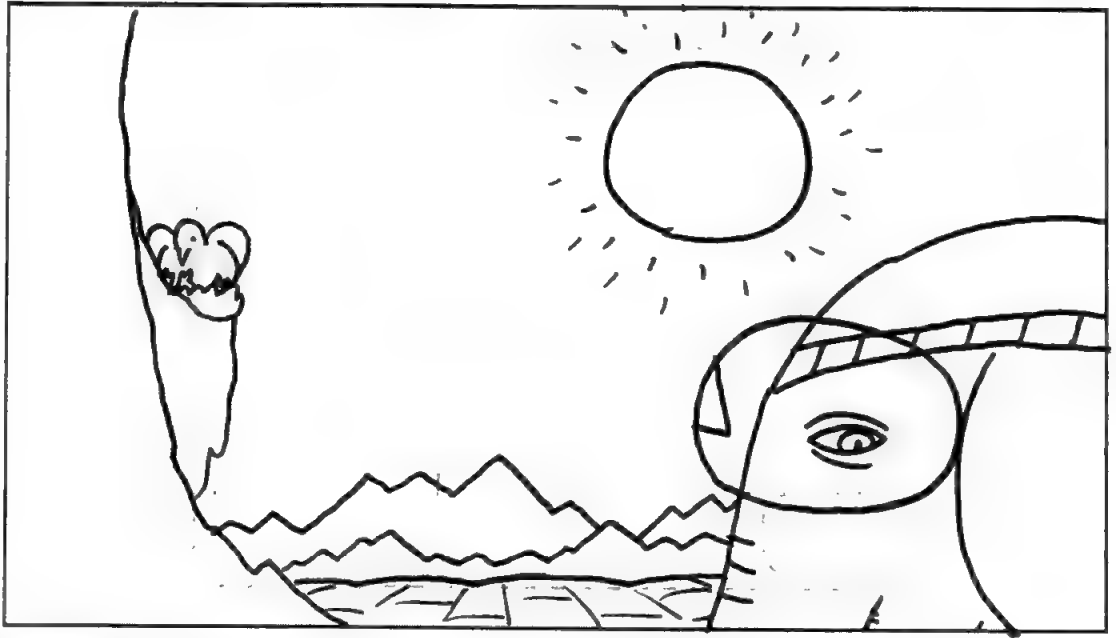
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Plot

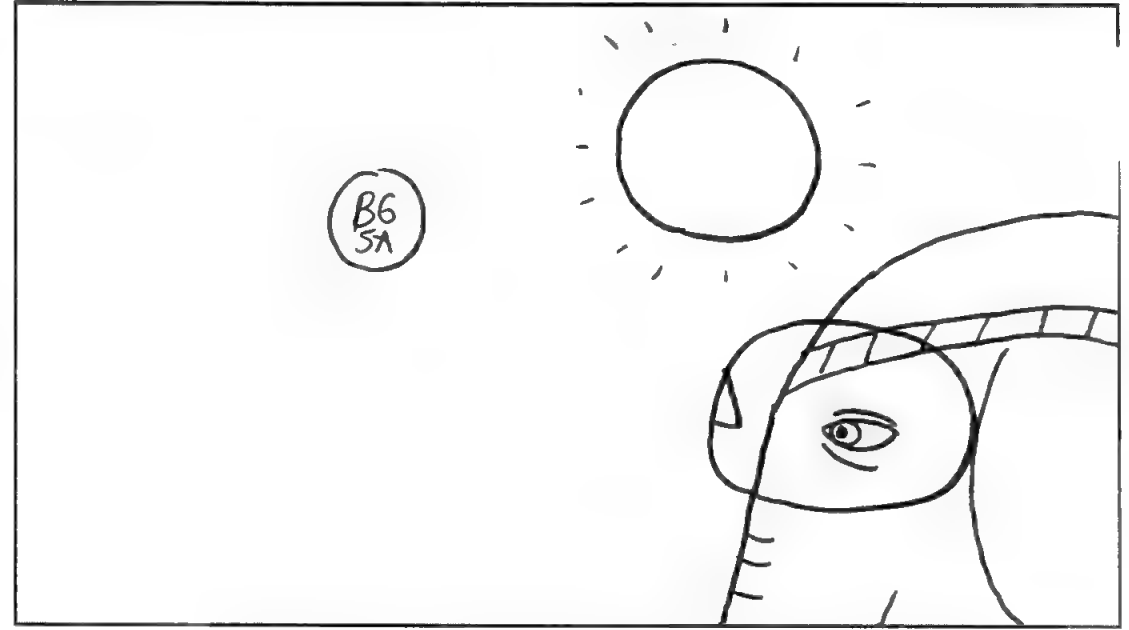
ADVENTURE TIME



Sc. 190 Pnl. A Bg. day night



Sc. 190 cont Pnl. B Bg. day night



Dialog:	<u>Sun / hey.</u>	<u>Sun / elephant.</u>
Action:		
Timing:		

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EPISODE #

Production :

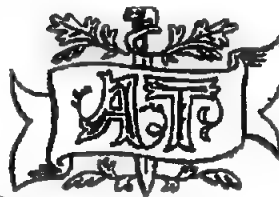
1025/170 1025-170

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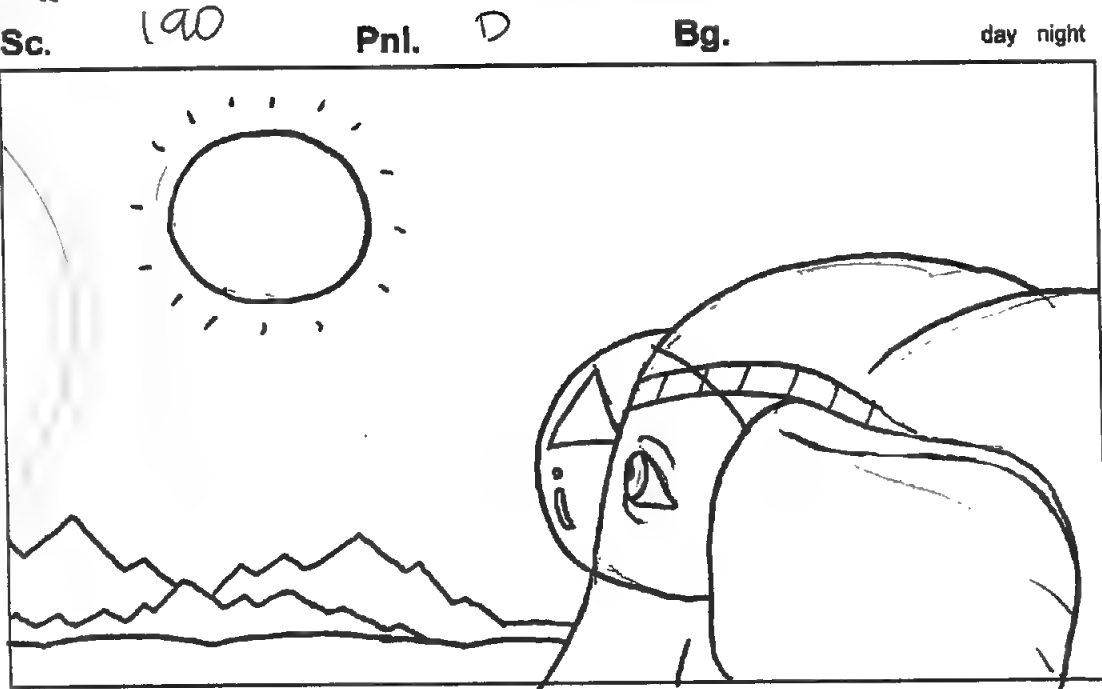
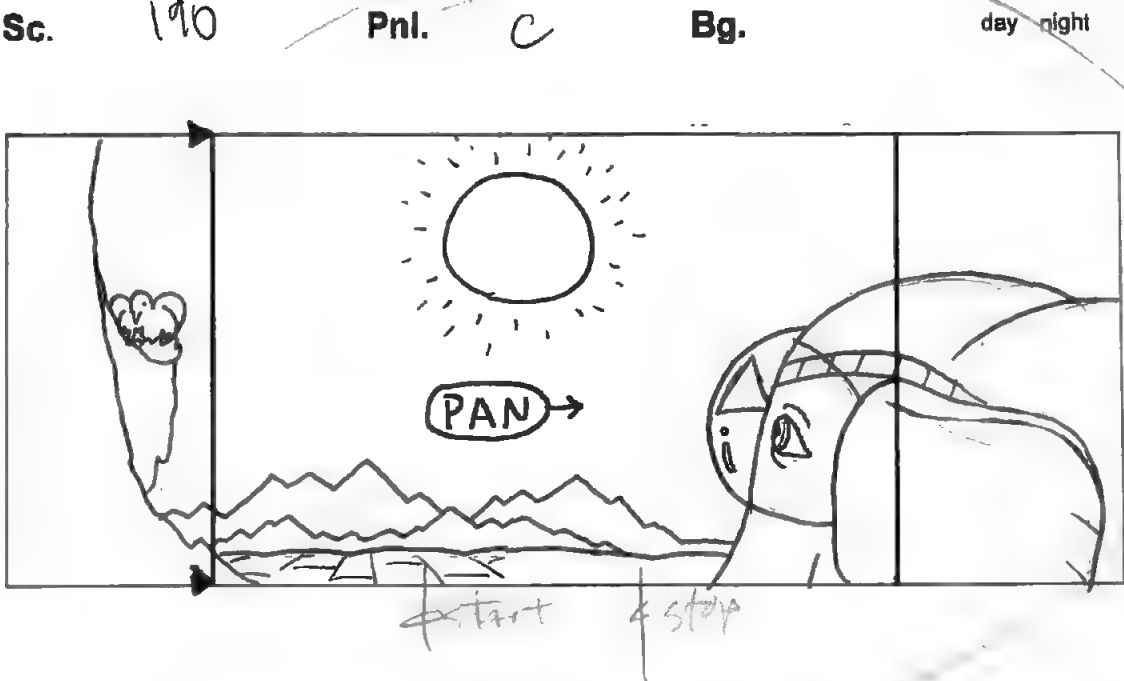
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ADVENTURE TIME



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02/13/14

Page 208



Dialog: Sun / I'm more ancient than you

Sun / So think about this:

Action: rotate around elephant
Bg adjusts to the left

Timing:

EPISODE #

Production :

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ADVENTURE TIME



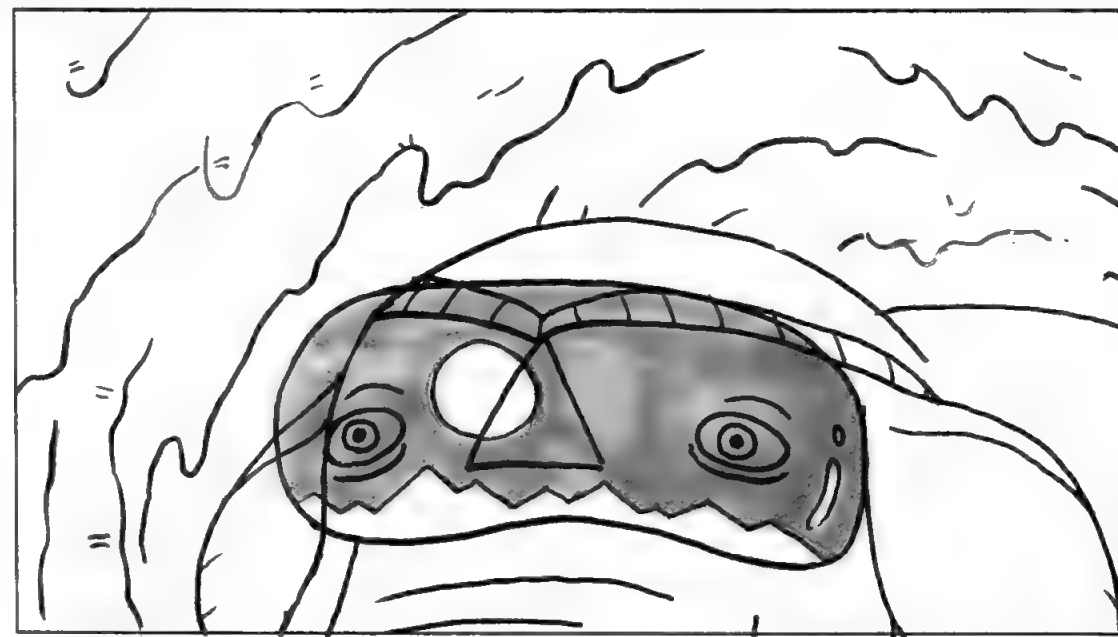
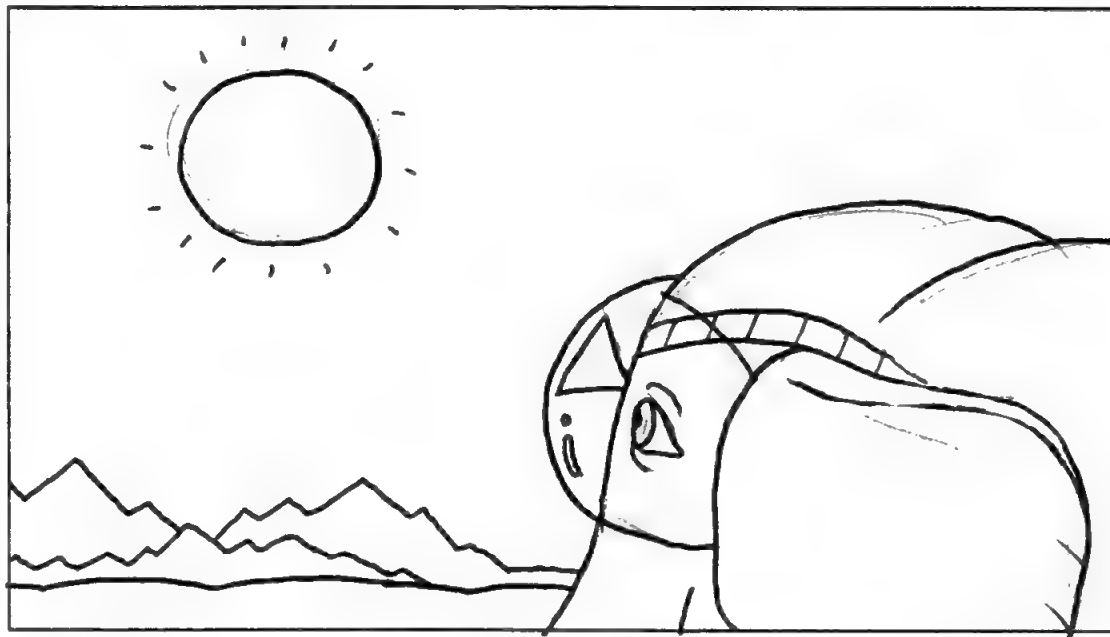
190
cut
A

Page 209

190
cut

Sc. 190 cont Pnl. E Bg. day night

Sc. 190 A Pnl. A Bg. day night



<p>Dialog:</p> <p><u>Sun</u>/ some day I will engulf the solar system... what was and what will be, is meaningless.</p>	<p><u>Sun</u>/ meanwhile you should wonder... are you just a 2 headed pile of meat -</p>
<p>Action:</p>	<p>reflection of sun in visor</p>
<p>Timing:</p>	<p>JAN 31 2014</p>

EPISODE #

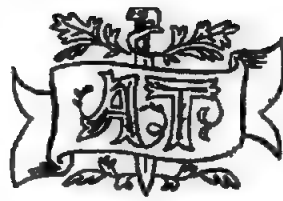
Production :

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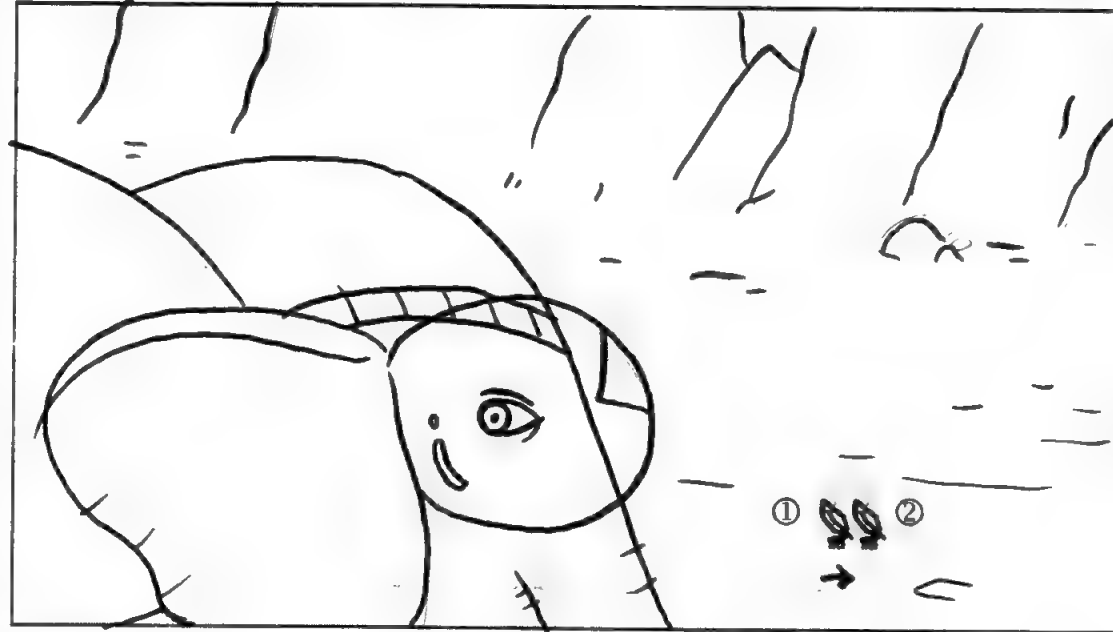
1025/170

ADVENTURE TIME

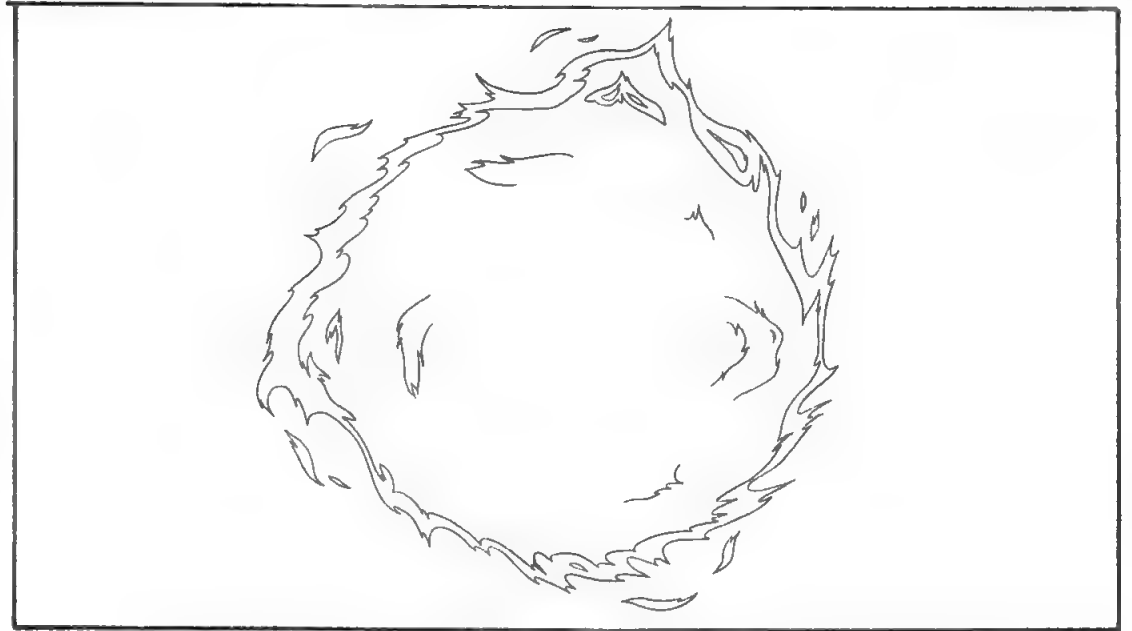


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Sc. 191 Pnl. A Bg. day night



Sc. 192 Pnl. A Bg. day night



Dialog:	<u>Sun</u> (cont) / on a crash course with the cosmic dump?	<u>Sun</u> / Or do you contain the soul - memory of a million dead stars?
Action:	(use sun design from The Great Birdman)	
Timing:	JAN 31 2014	

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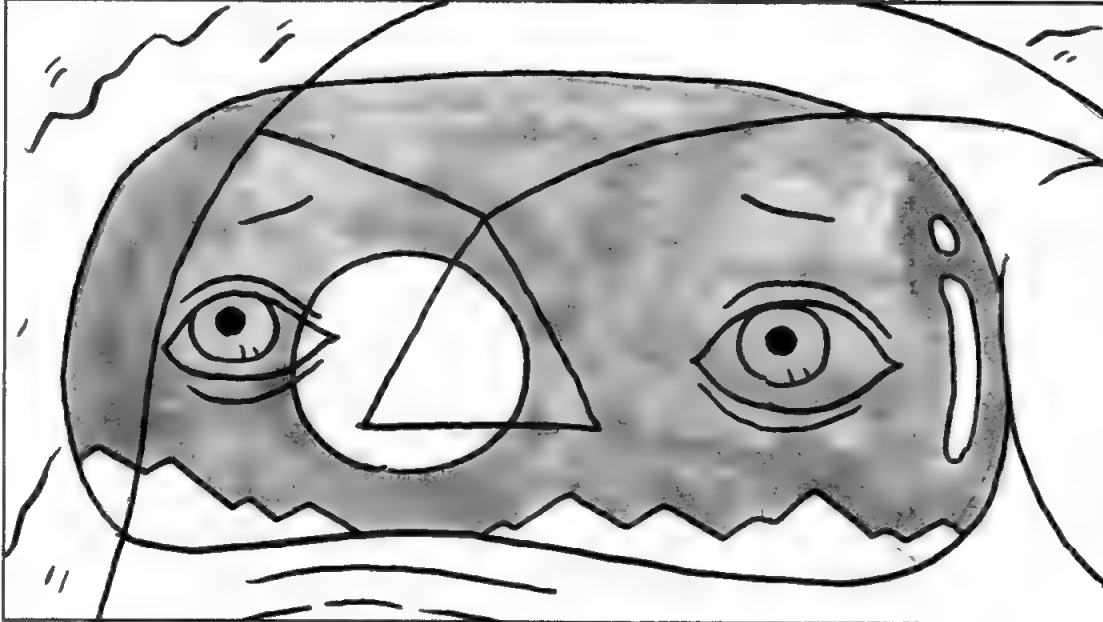
1025/170

Cut

ADVENTURE TIME

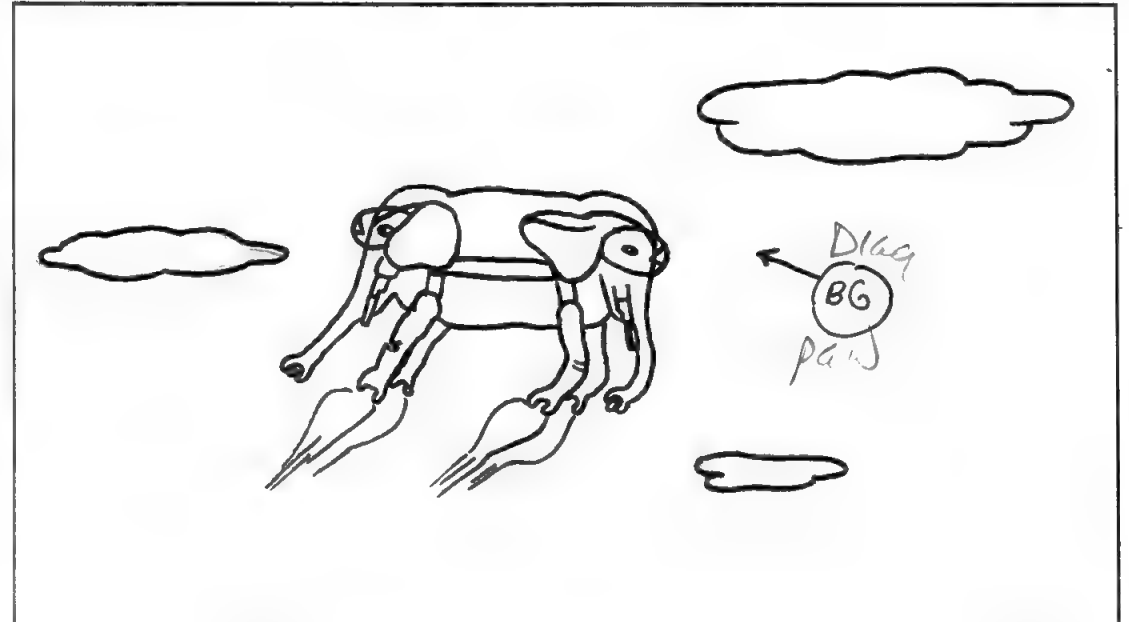


Sc. 193 Pnl. A Bg. day night



Sc. 194 Pnl. A Bg. day night

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Dialog:	Svn (os) / How do you light a candle without a match?
Action:	
Timing:	JAN 31 2014

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Production :

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1025/170

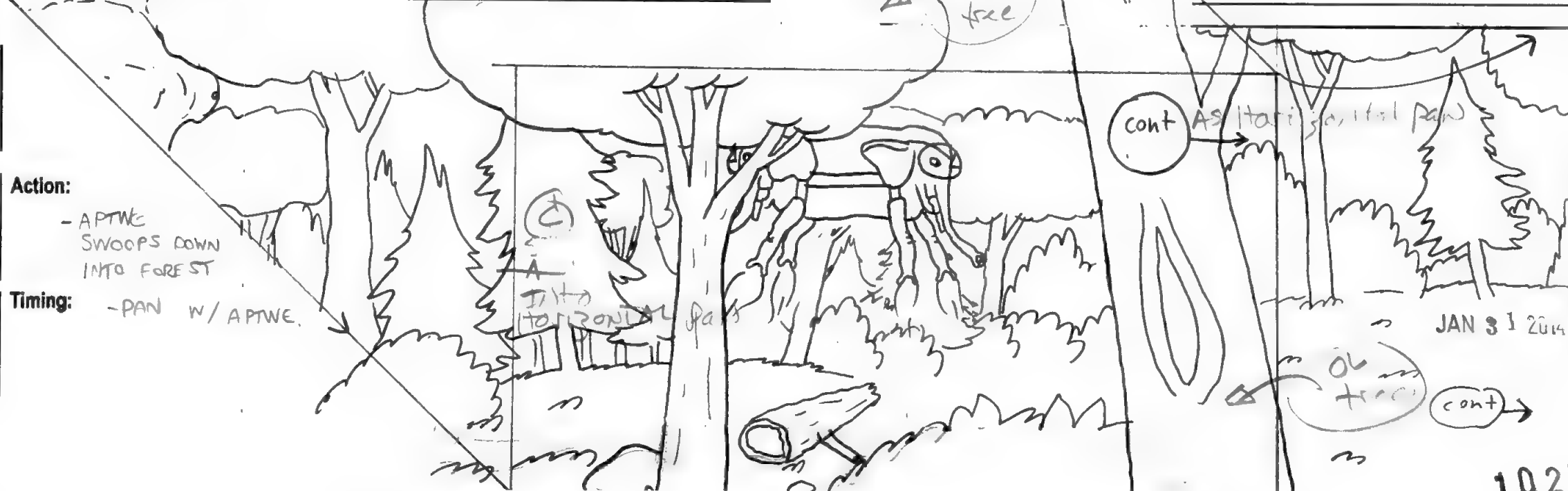
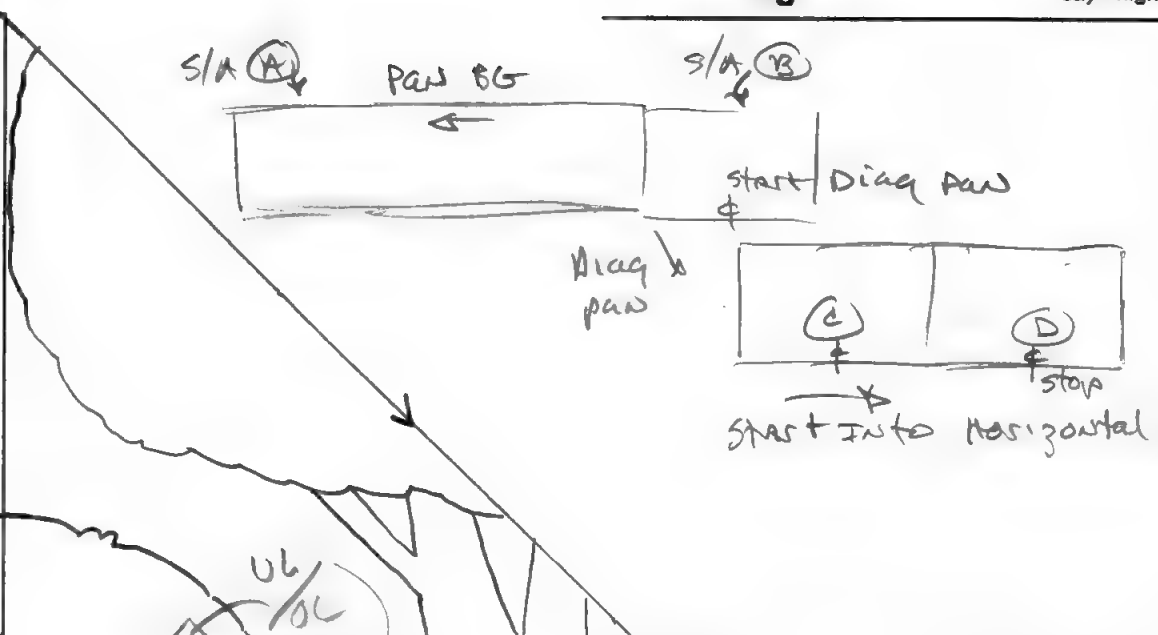
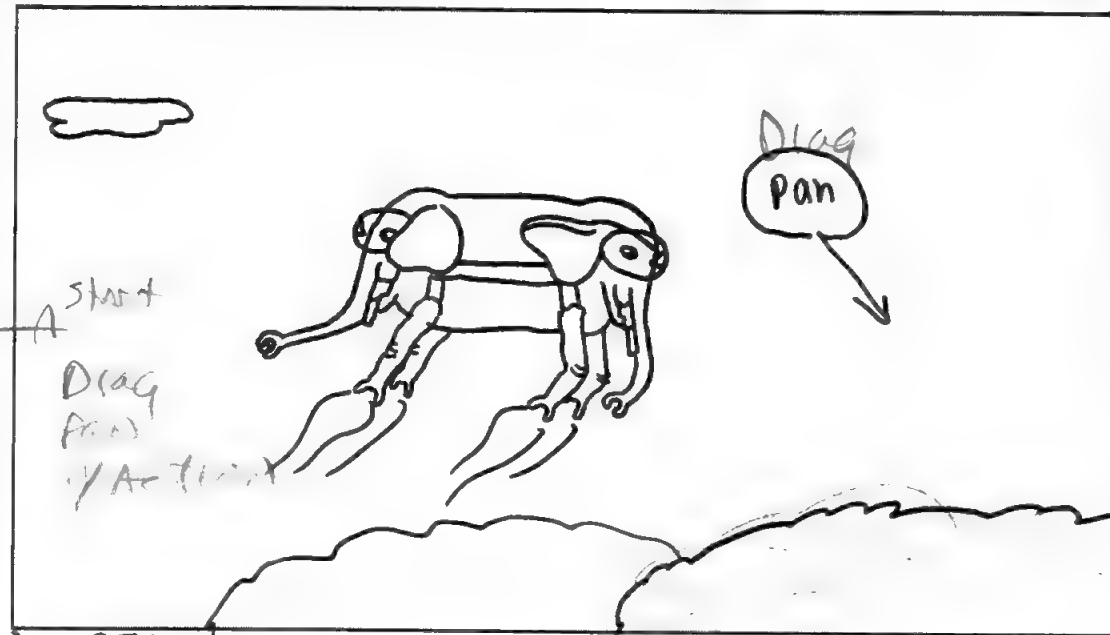
1025/170

ADVENTURE TIME



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Sc. 194 cont Pnl. B Bg. day night



Action:

- APTWE
SWOOPS DOWN
INTO FOREST

Timing:

- PAN W/ APTWE.

EPISODE #

Production :

1025-170

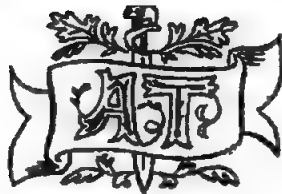
1025/170

JAN 31 2014

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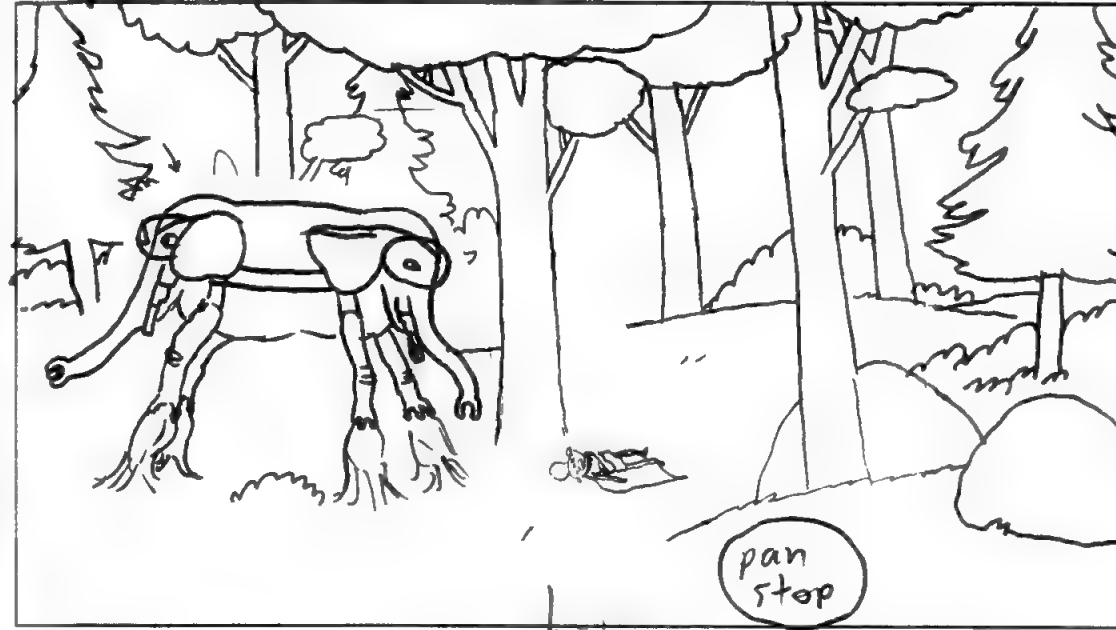
ADVENTURE TIME



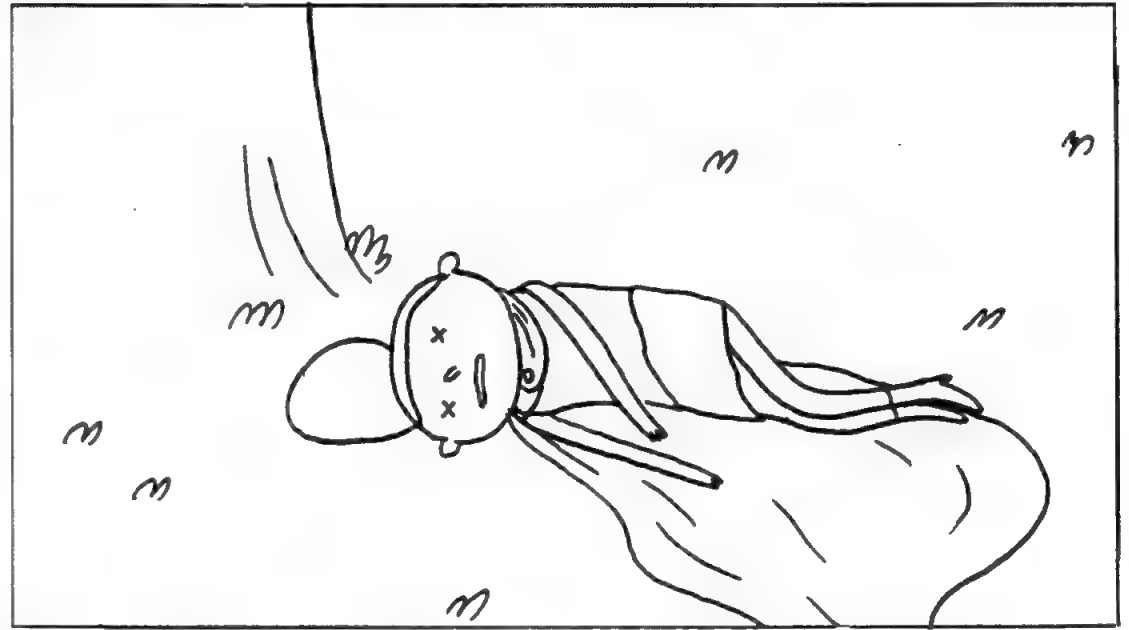
Part 2

Page 23

Sc. 194 cont Pnl. D Bg. day night



Sc. 195 Pnl. A Bg. day night



Dialog:	
Action:	-APWE STOPS NEAR MAJA,
Timing:	

JAN 31 2014

Production :

EPISODE#

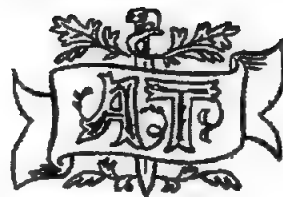
1025-170

1025/170

1025/170

1025/170

ADVENTURE TIME



Sc.

195 cont Pnl.

B

Bg.

day night

Sc.

195 cont Pnl.

C

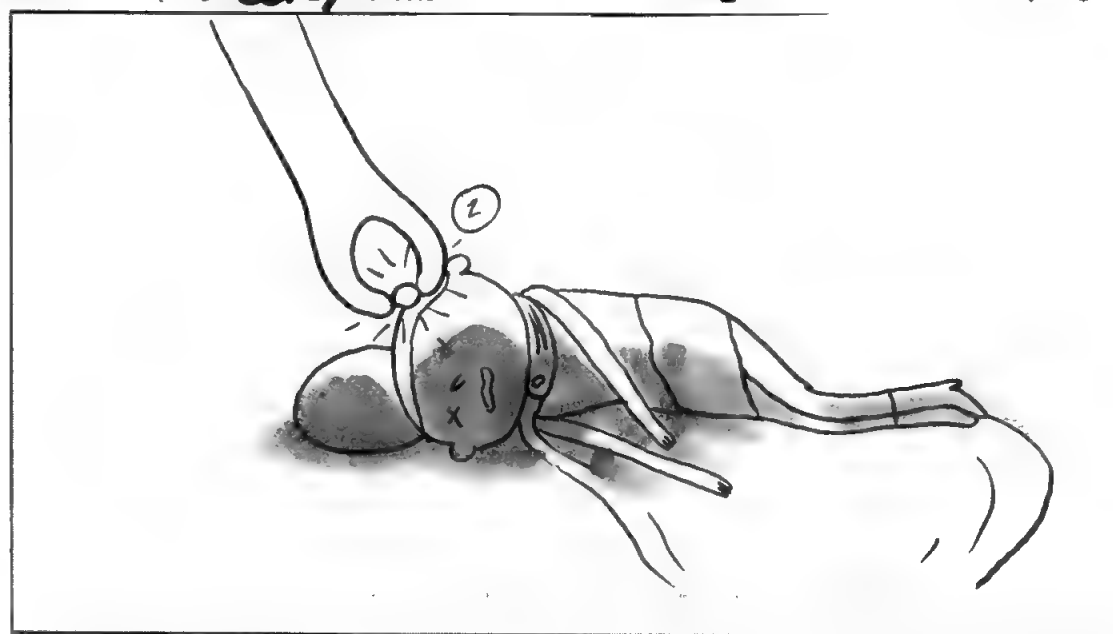
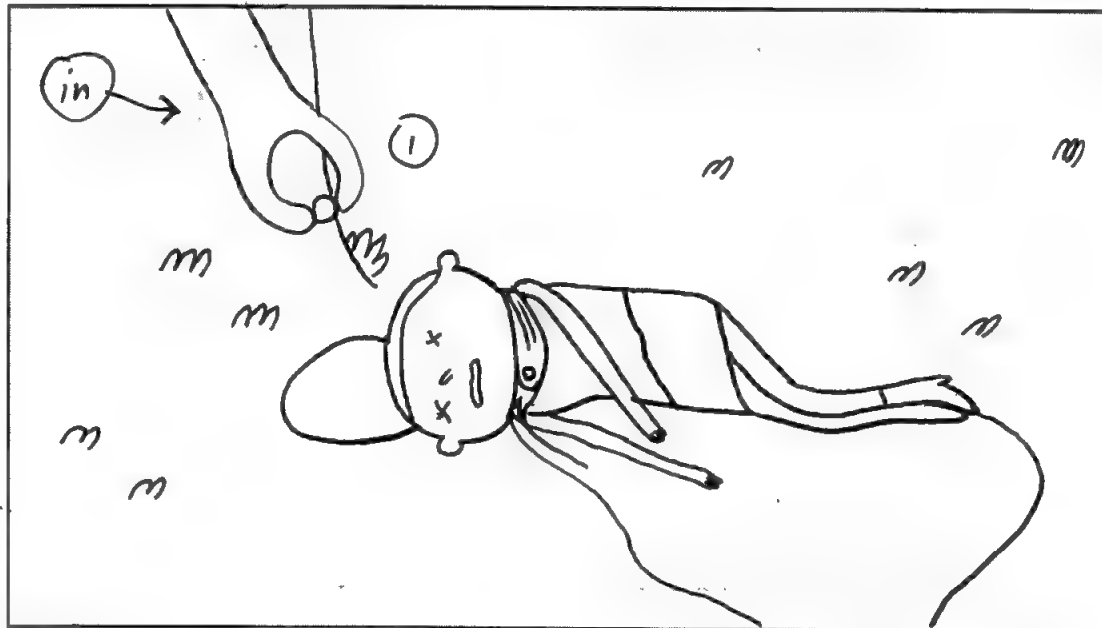
Bg.

Page

214

day night

Cut



Dialog:

Maja (psychic voice over) / Hello ? Who's that?
Why can't I see 'jack'?

Action:

- APTWE REACHES ON/S.

- APTWE stone glows

Timing:

JAN 3 2 2014

Production :

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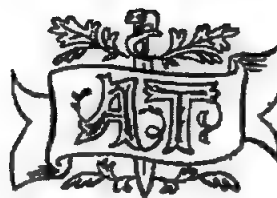
1025/170

1025/170

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Cut

ADVENTURE TIME



Sc.

196

Pnl.

A

Bg.

day night

Sc.

197

Pnl.

A

Bg.

Page

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day night



Dialog:

APTWE/ You bonked your head.

APTWE/ You're in a coma.

Action:

Timing:

JAN 31 2014

Production :

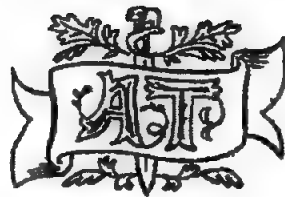
EPISODE #

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1025/170

ADVENTURE TIME



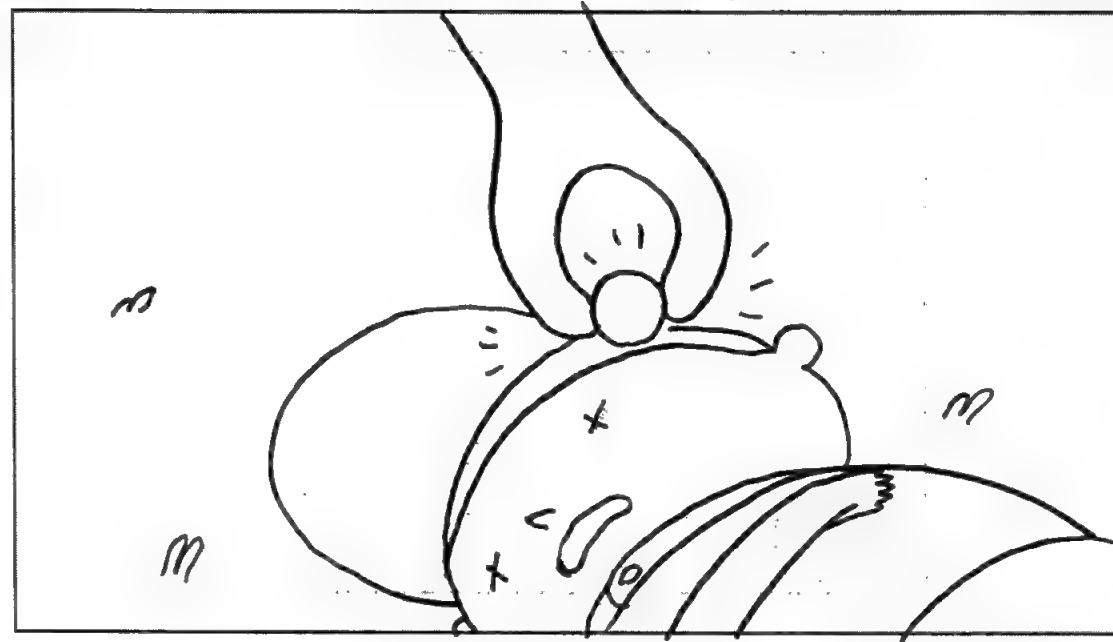
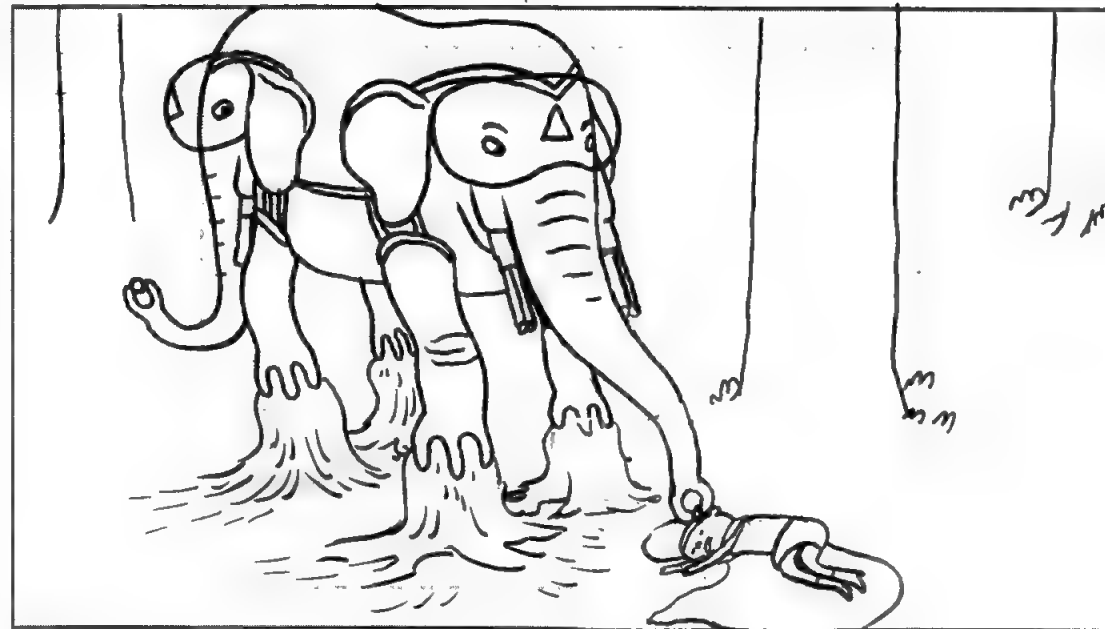
day night

Sc.

Pnl.

Bg.

day night



Dialog:

APTWE / But I can help.

maja (vo) / Uh... alright.

Action:

Timing:

JAN 31 2014

Production :

EPISODE #

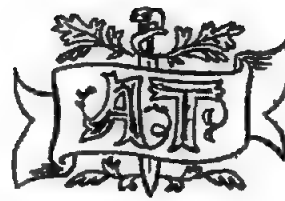
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ADVENTURE TIME



Cut

Sc.

199 **CONT** Pnl.

B

Bg.

day night

Sc.

200

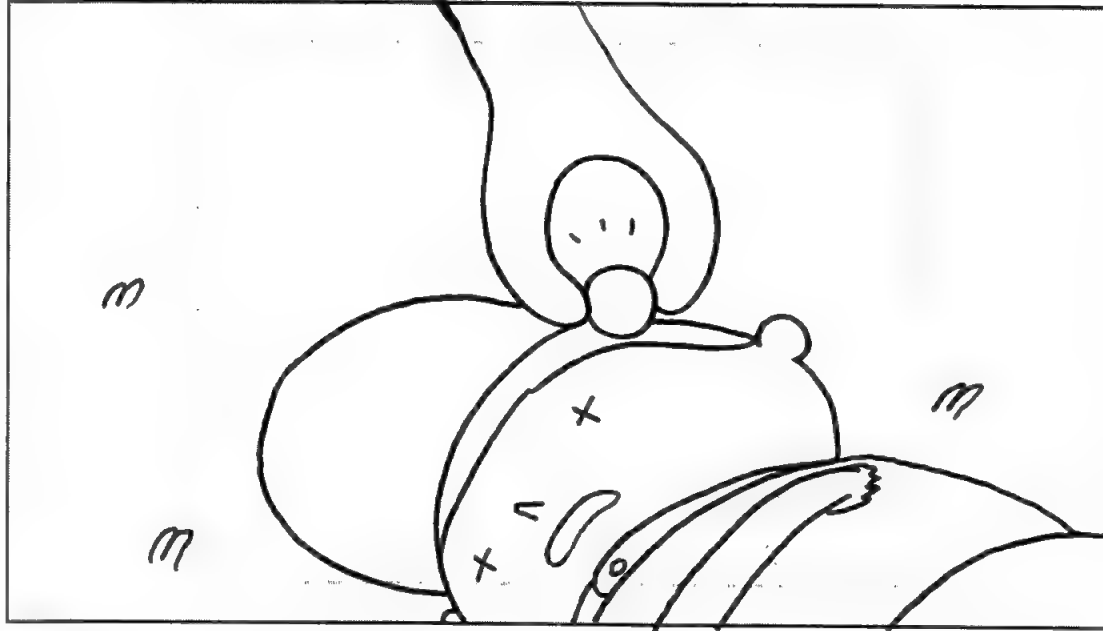
Pnl. A

Bg.

Page

217

day night



Dialog:

Majal (vo) Are you like, powerful?

APTWEI YES.

Action:

Timing:

JAN 31 2014

EPISODE #

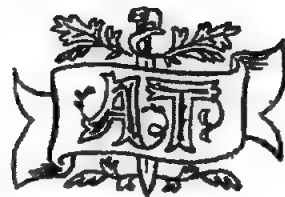
Production :

1025-170

1025/170

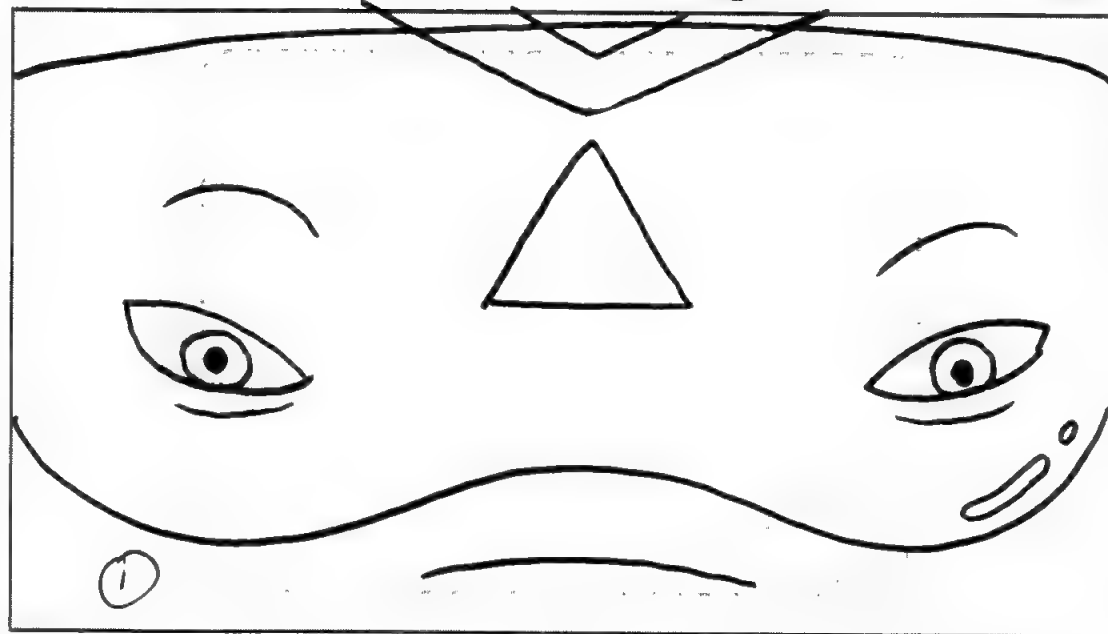
1025/170

ADVENTURE TIME

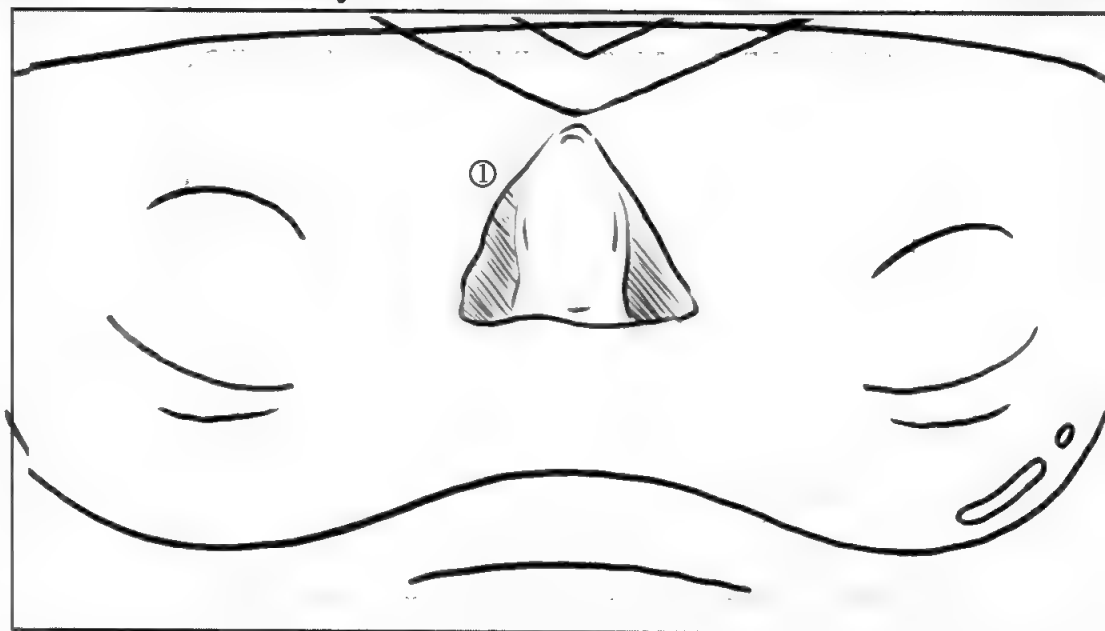


Page **218**
day night

Sc. **201** Pnl. **A** Bg. day night



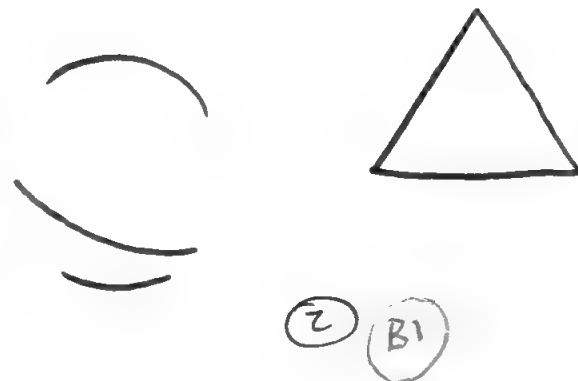
Sc. **201 CONT** Pnl. **B** Bg. day night



Dialog: APTWE! I can fly and do lasers from my nose.

Action:

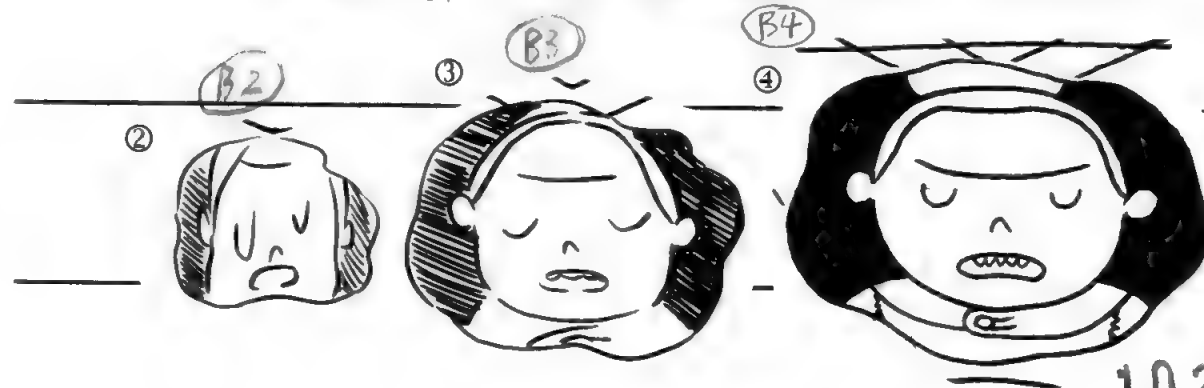
Timing:



Dialog: Maja! OK I can run with this

JAN 31 2014

- IMAGE OF MAJA APPEARS OVER APTWE'S FACE.



Production :

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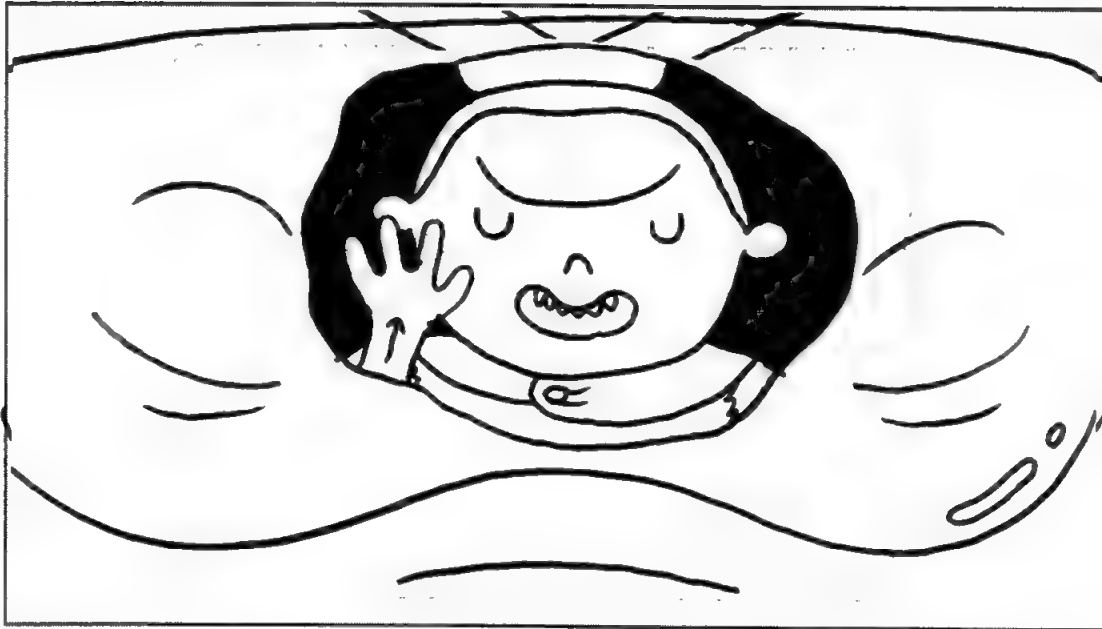
1025/170

1025/170

ADVENTURE TIME



Sc. 201 *CONT* Pnl. C Bg. day night



Sc. 201 *CONT* Pnl. D Bg. day night



Dialog:	<i>Majal Take me to the Candy Kingdom and shoot your laser nose at it!</i>	
Action:	<i>clench</i>	<i>(clench fist)</i>
Timing:		

JAN 31 2014

Production :

EPISODE #

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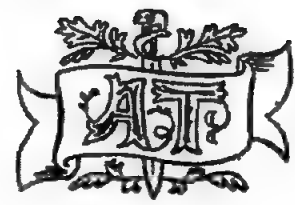
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1025/170

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ADVENTURE TIME

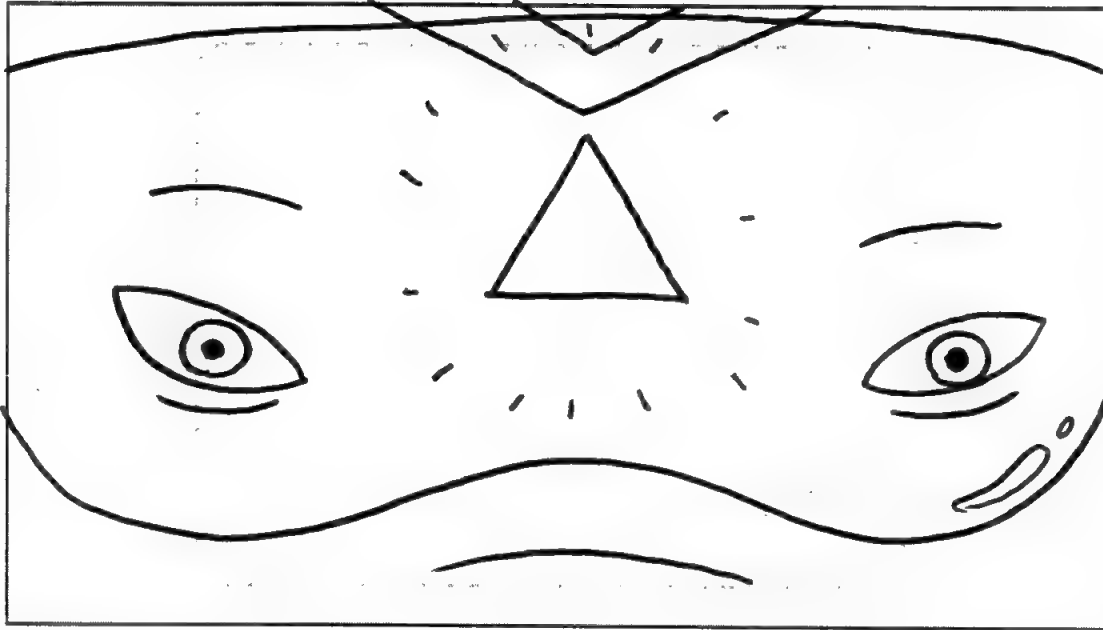


HTV
Cut

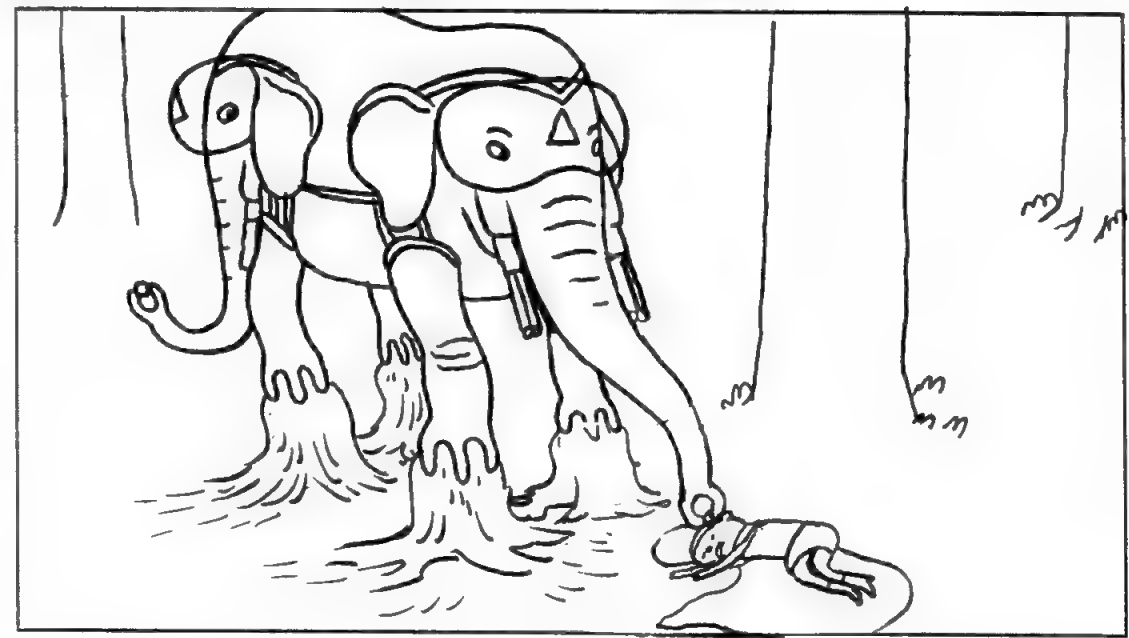
Page 270

HTV
Cut

Sc. 201 CONT Pnl. E Bg. day night



Sc. 202 Pnl. A Bg. day night



Dialog:	APTWE/ NO I must decide in this moment, what is best.	APTWE/ For now I am the match AND the candle.
Action:	APTWE opens eyes image of Maja vanishes	
Timing:		

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Production :

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1025/170

1025/170

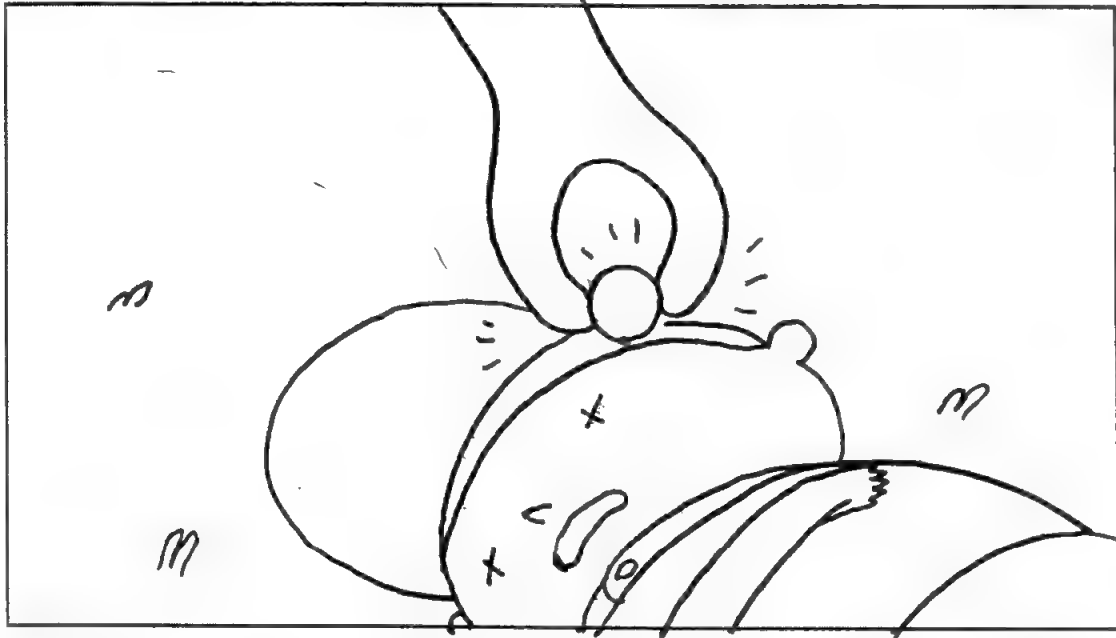
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HW
Cust

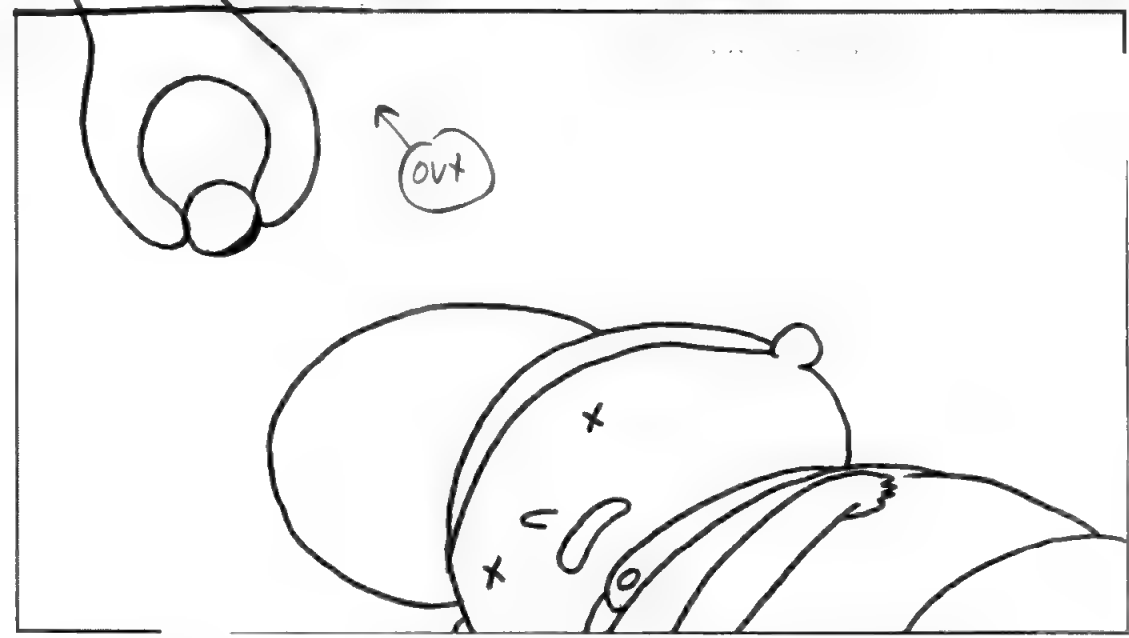
ADVENTURE TIME



Sc. 203 Pnl. A Bg. day night



203 cont Pnl. B Bg. day night



Dialog:	Maja/ WUT	APTWE/ I will be your friend and keep you alive
Action:	- APTWE WITHDRAWS TRUNK.	
Timing:	JAN 31 2014	

GA

EPISODE #

Production :

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1025/170

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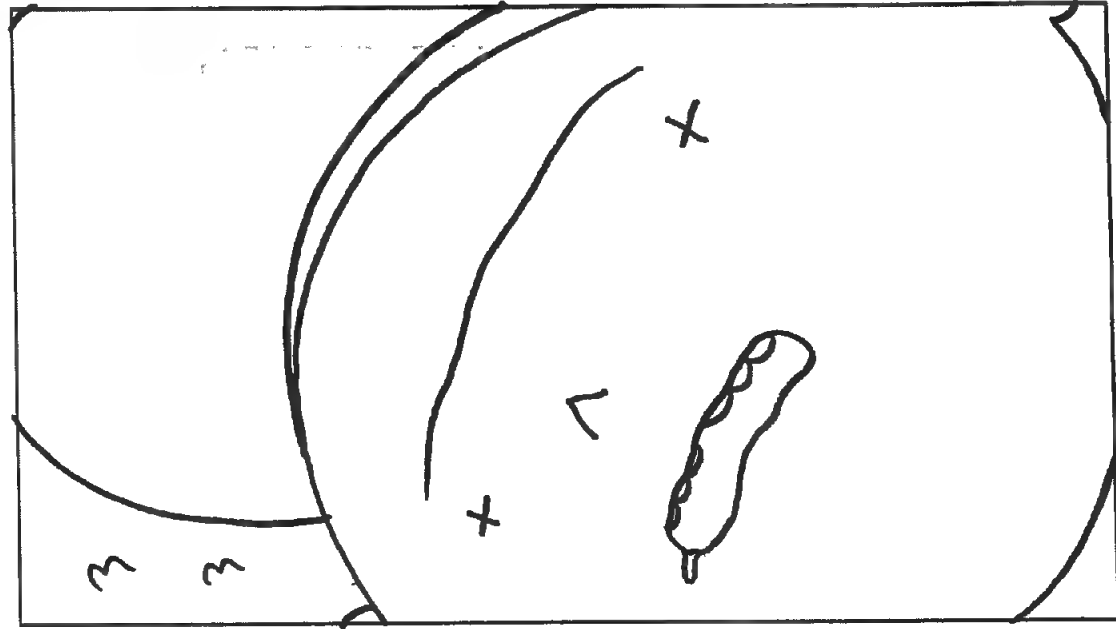
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Cut

Sc. 204 Pnl. A Bg. day night



Sc. 205 Pnl. A Bg. day night



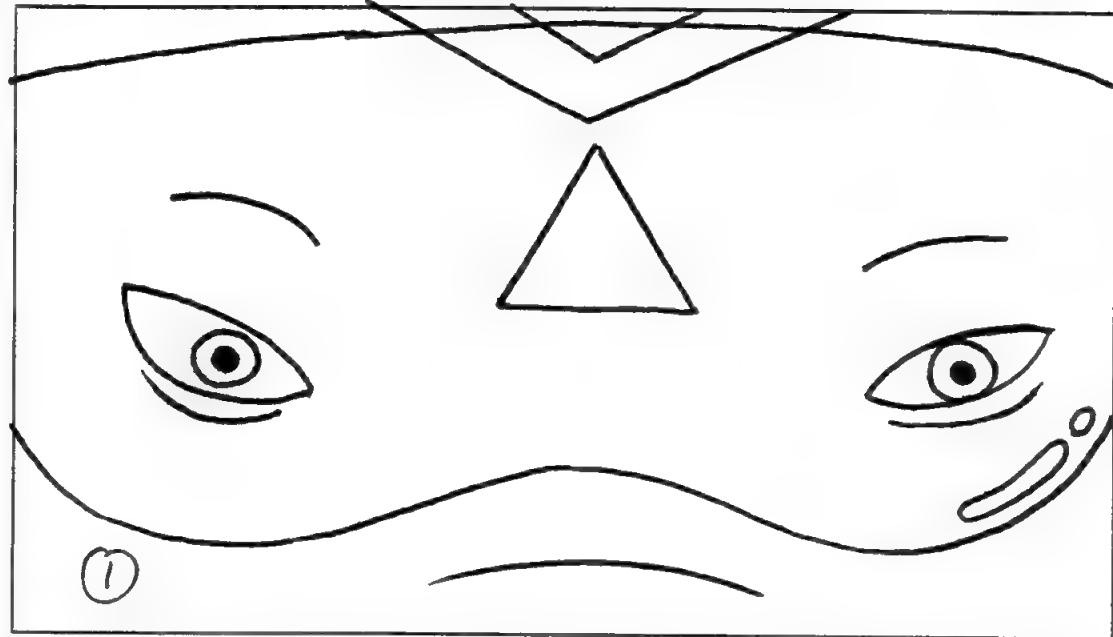
Dialog:	<p><u>APTWEI</u> Until you regain consciousness maybe.</p>	<p><u>Majal</u> that plan sounds like DIRT!</p>
Action:		
Timing:		

EPISODE # 1025-170

Production :

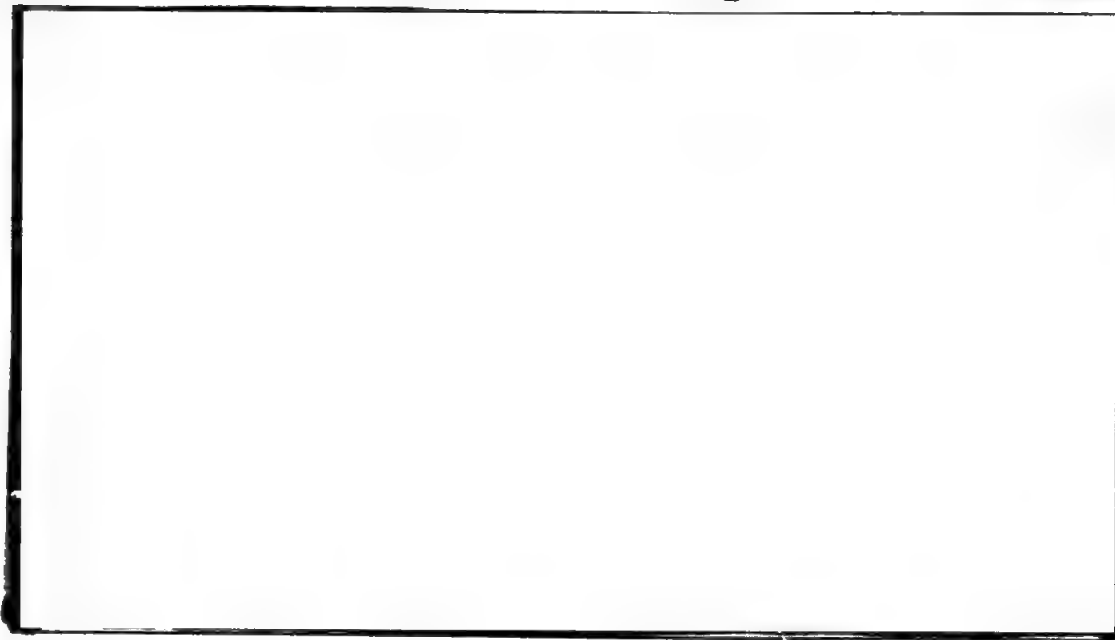
Cut

Sc. 206 Pnl. A Bg. day night



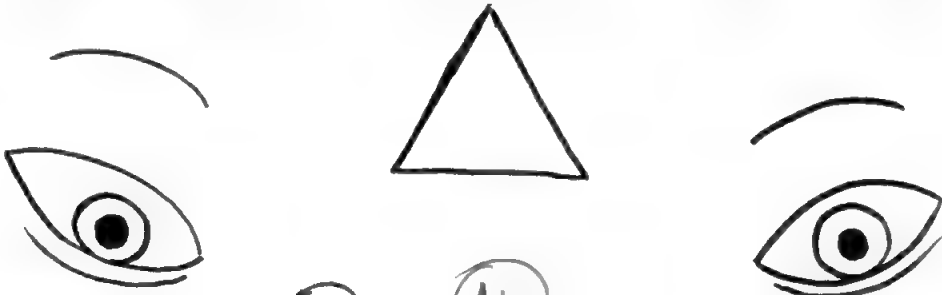
Cut

Sc. 207 Pnl. A Bg. day night



Page 223
223A NEXT

Dialog: APTWE/①see through②my eyes Maja

Action: 

Timing: ② A1

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ADVENTURE TIME



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Sc. 207 *cont*

Pnl. B

Bg.

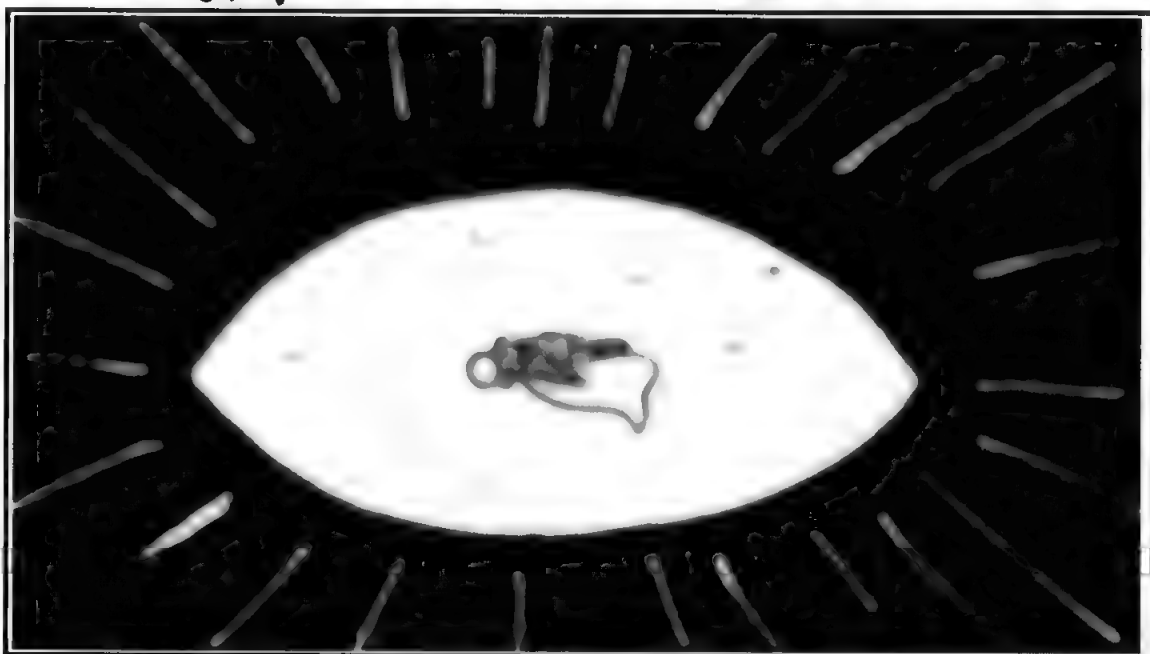
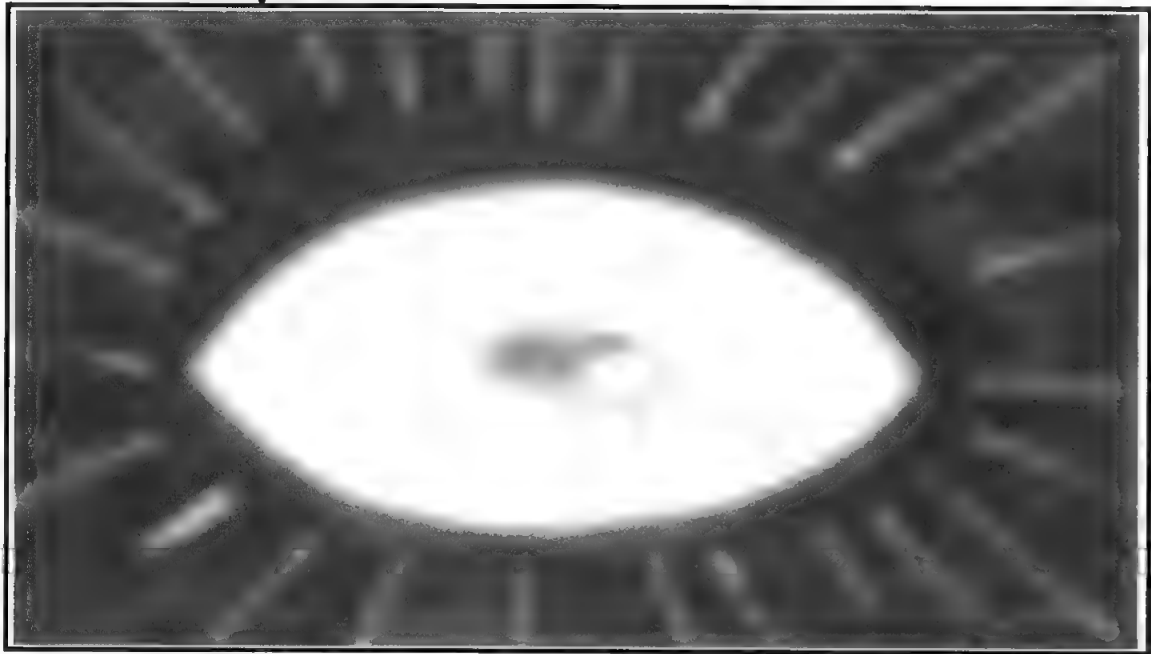
day night

Sc. 207 *cont*

Pnl. C

Bg.

day night



Dialog:	<div data-bbox="112 941 322 1153" data-label="Text"><p><i>Handwritten notes:</i> The NF</p></div>
Action:	
Timing:	

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Production:

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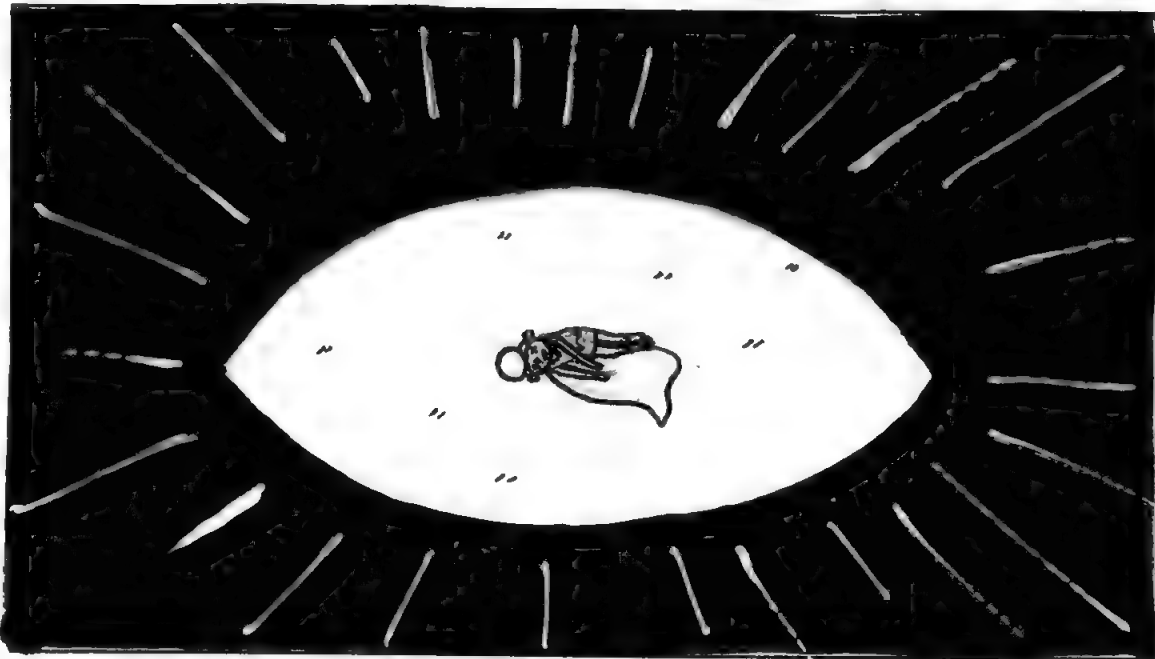
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ADVENTURE TIME

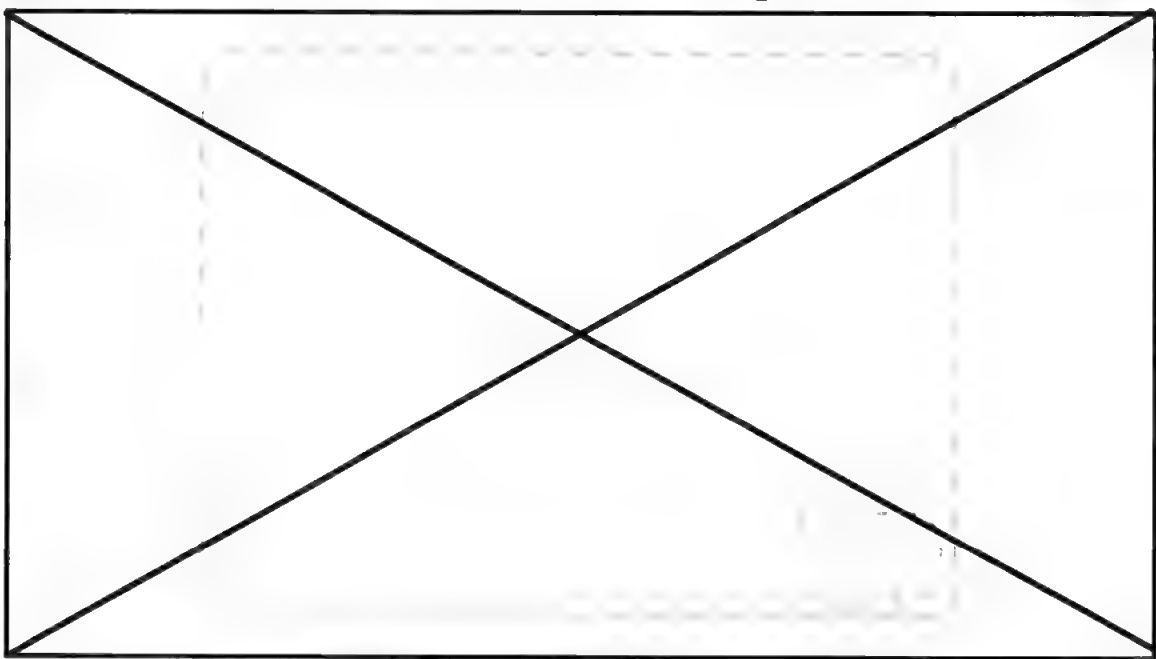


224 NEXT

Sc. 207 ~~CONT~~ Pnl. D Bg. day night



Sc. Pnl. Bg. day night



Dialog	Maja/ Ahh it's bright!
Action:	
Timing:	JAN 31 2014

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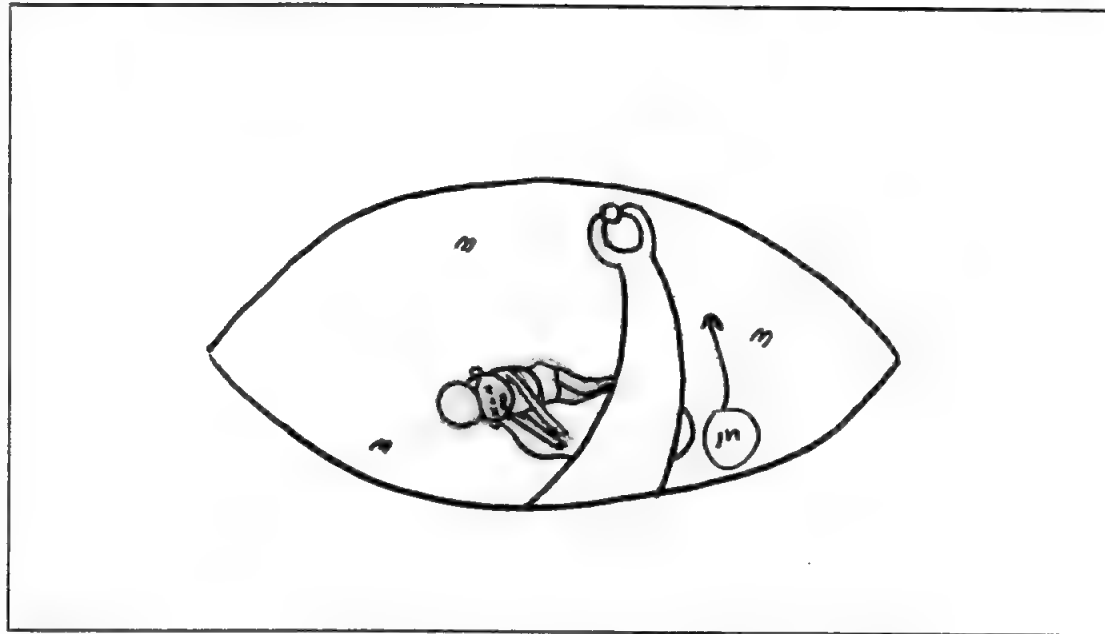
1025/170

Production:

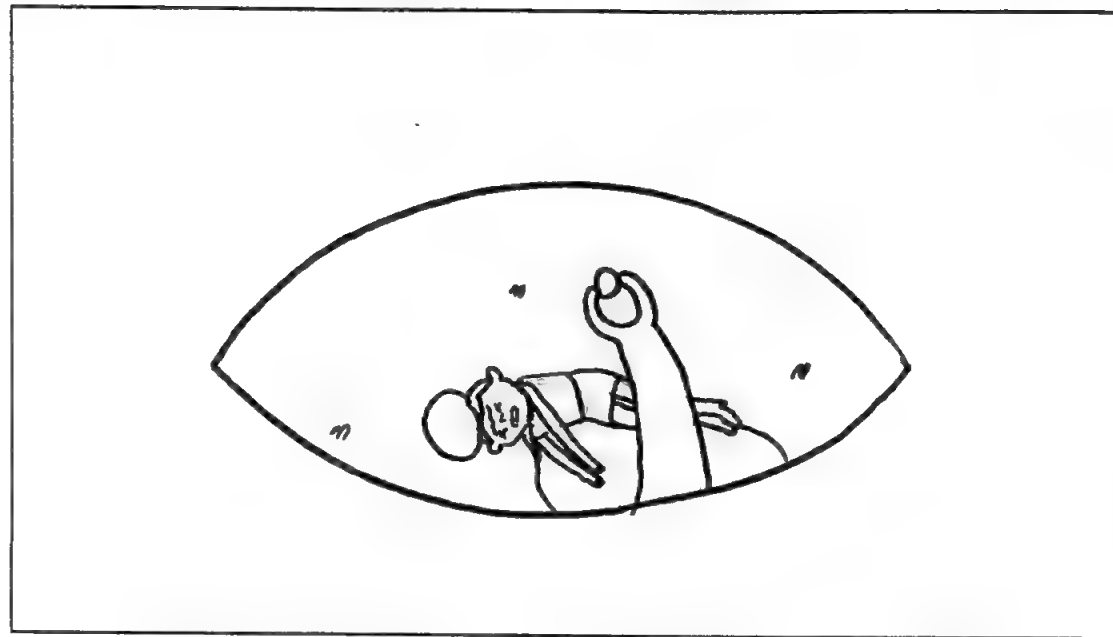
1025/170

1025/170

Sc. 207 CONT Pnl. E Bg. day night



Sc. 207 CONT Pnl. F Bg. day night



Dialog: Majal wait yovie the freaking elephant -

Majal Yov laser nosed me!

Action: - APTWE'S TRUNK RISES INTO VIEW

Timing:

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Production :

EPISODE #

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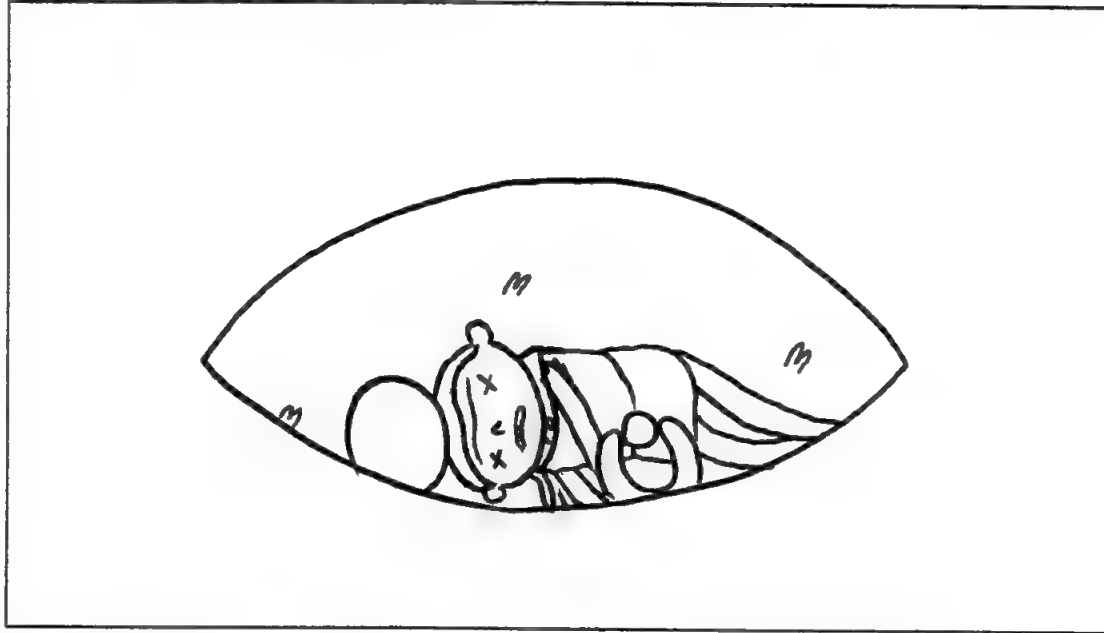
1025/170

Sc.

207 *CONT* Pnl. G

Bg.

day night

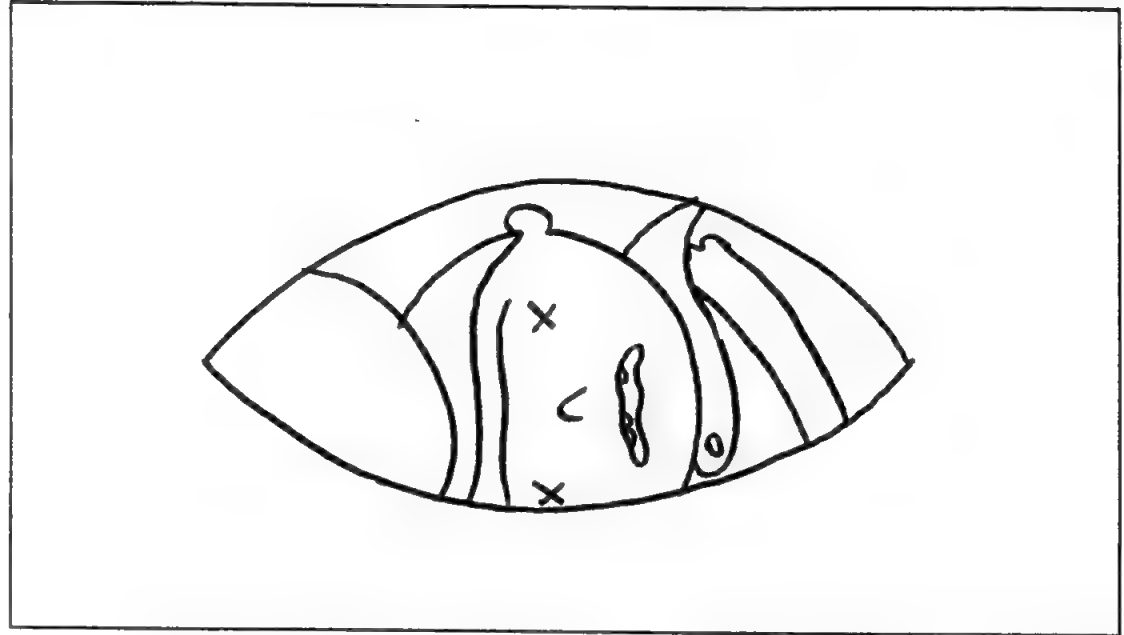


Sc.

207 *CONT* Pnl. H

Bg.

day night



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the cut

Dialog:

Maja somebody help !

Maja Oh my Glob somebody!

Action:

- APTWE GETS CLOSER TO MAJA

Timing:

JAN 31 2014

EPISODE #

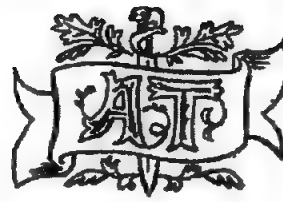
Production :

1025-170

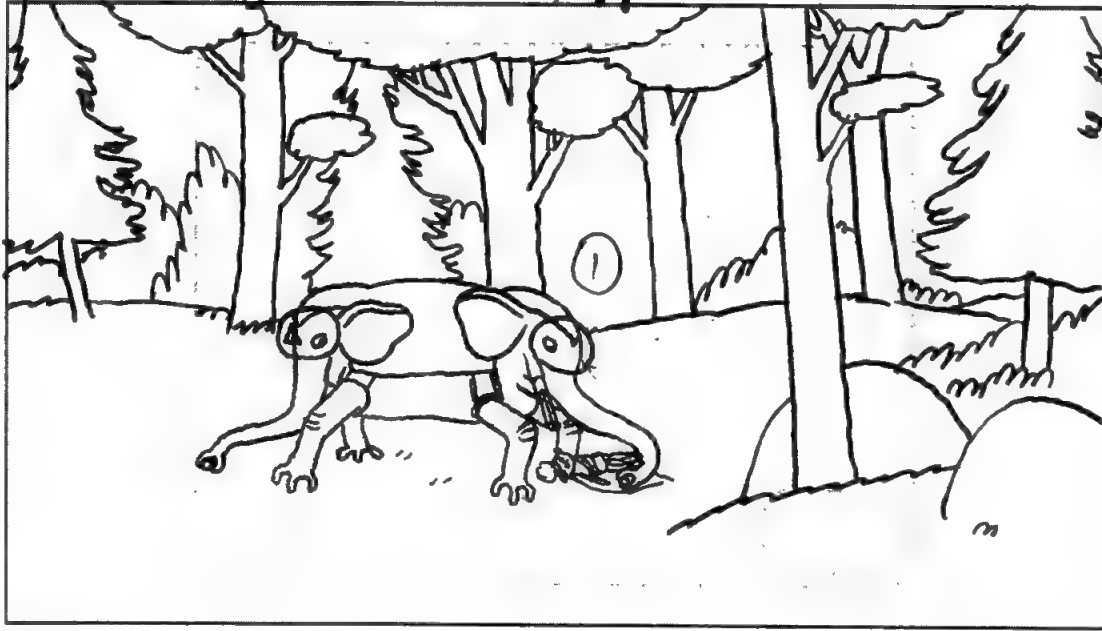
1025/170

1025/170

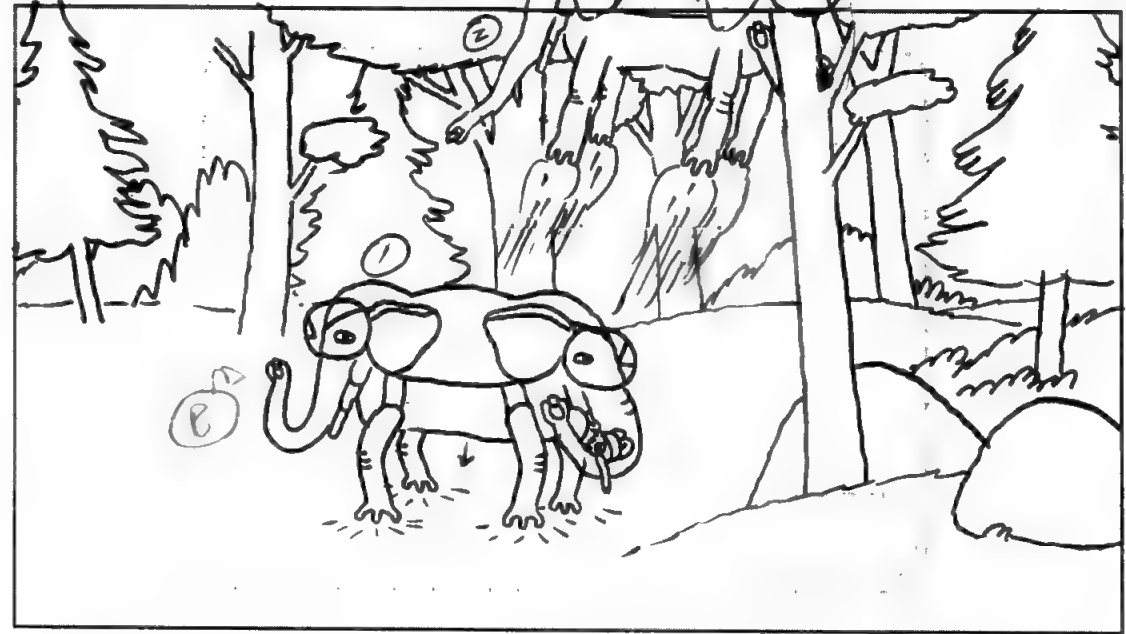
ADVENTURE TIME



Sc. 208 Pnl. A Bg. day night



Sc. 208 CONT B day night

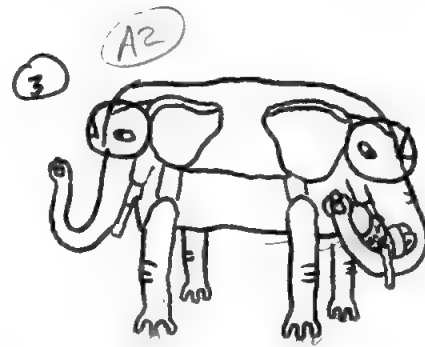
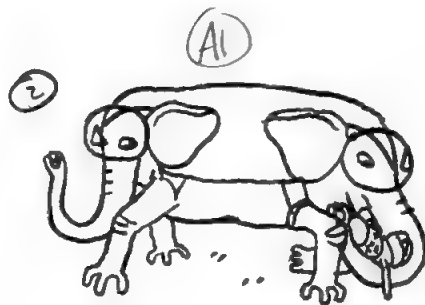


Dialog:

Action:

-APWE PICKS UP MAJA

Timing:



-womp through the forest canopy

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Production :

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1025/170

1025/170

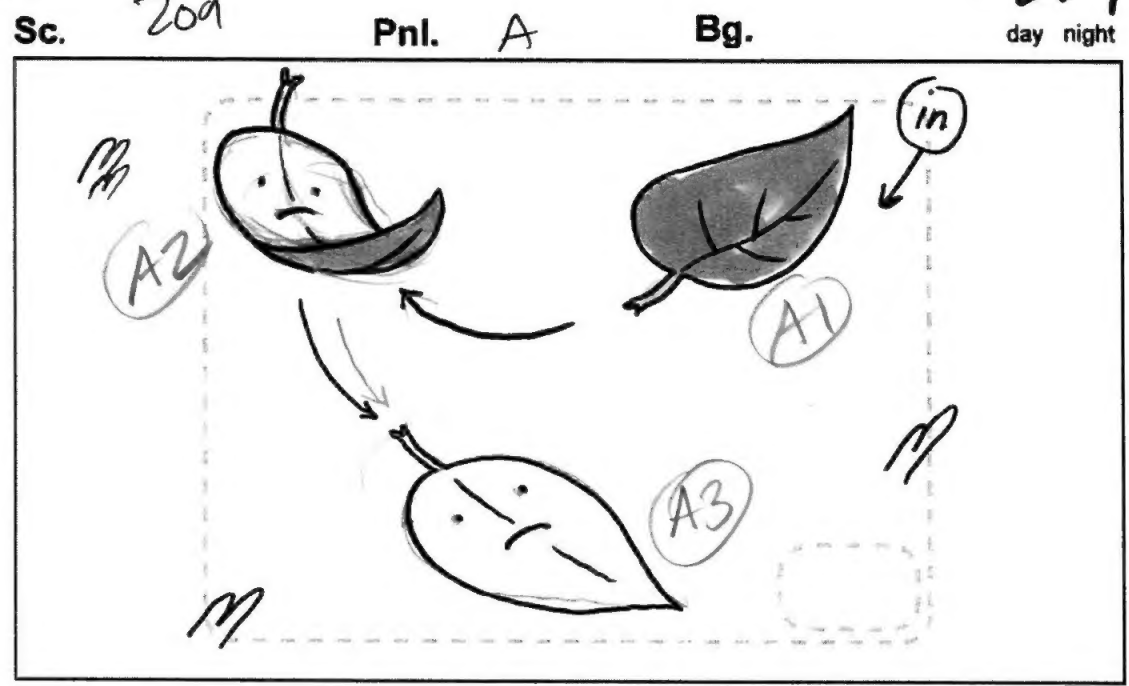
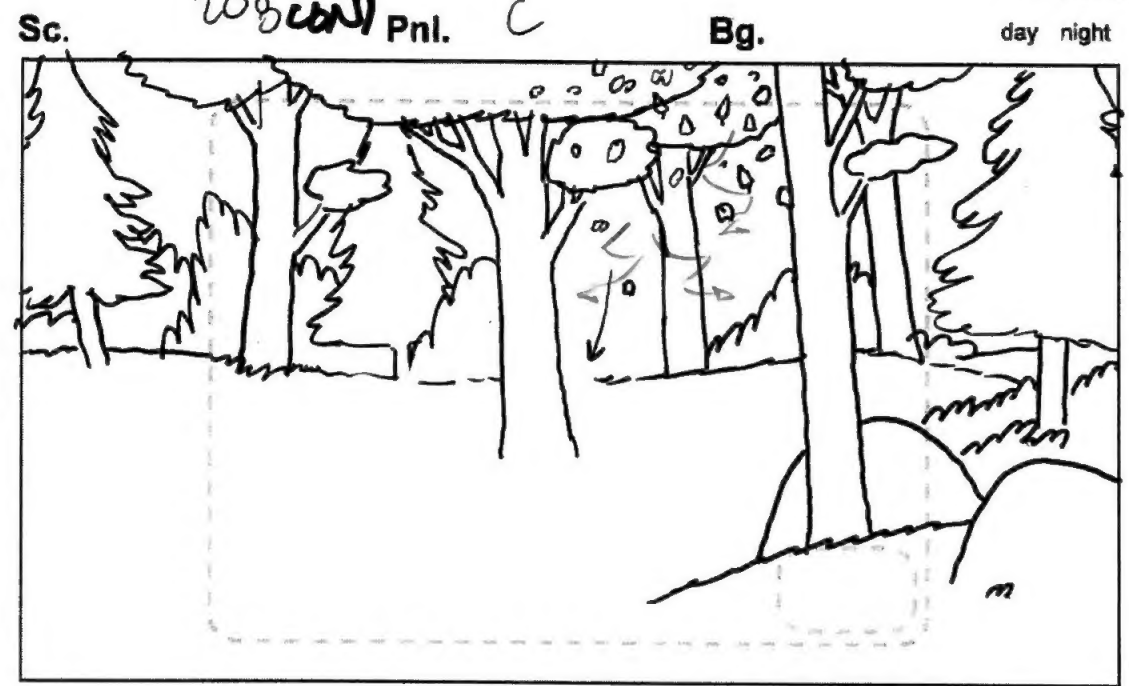
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ADVENTURE TIME



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Cut
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Dialog:	= Womp =	
Action:	leaves fall from canopy	- LEAF FALLS TO THE GROUND
Timing:	JAN 31 2014	

EPISODE #

Production :

1025-170

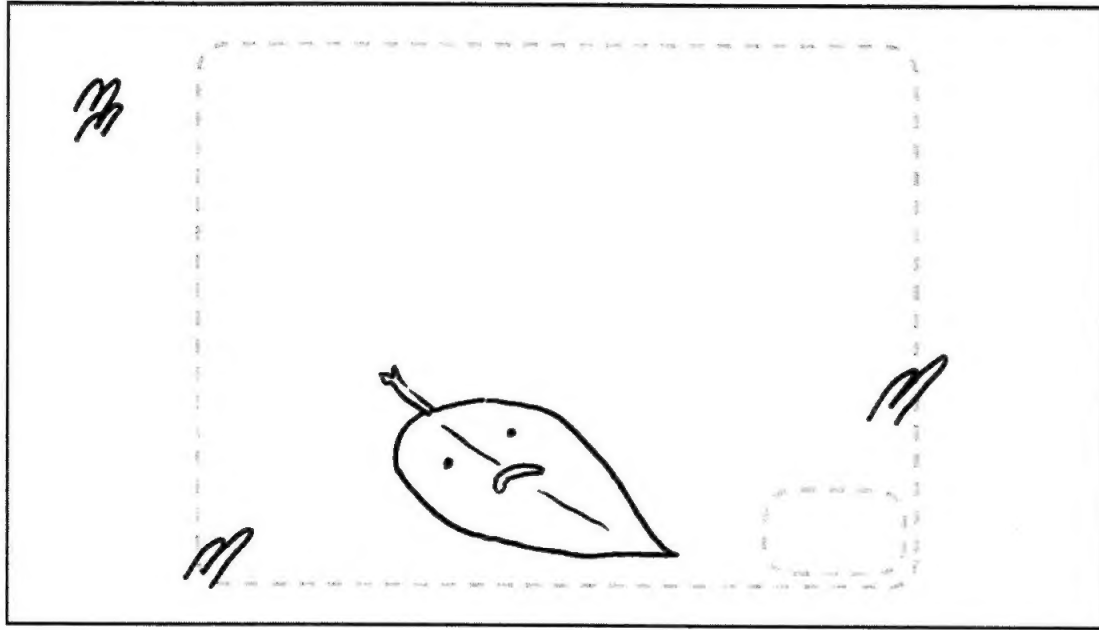
1025/170

1025/170

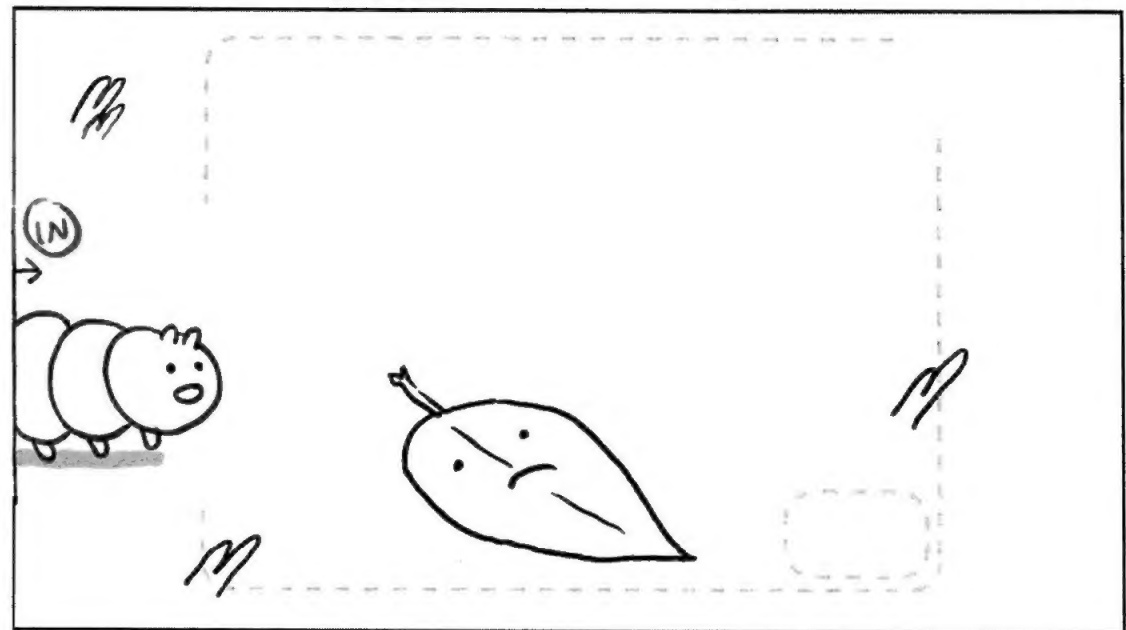
ADVENTURE TIME



Sc. 209 CONT Pnl. B Bg. day night



Sc. 209 CONT Pnl. C Bg. day night



Dialog: Leaf / Well. This wasn't part of my plan.

Caterpillar / hey man,

Action:

Timing:



JAN 31 2014

EPISODE #

Production :

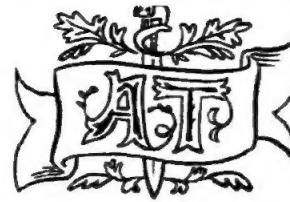
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228 A NEXT

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ADVENTURE TIME



Sc. 209 *CONT*

Pnl. D

Bg.

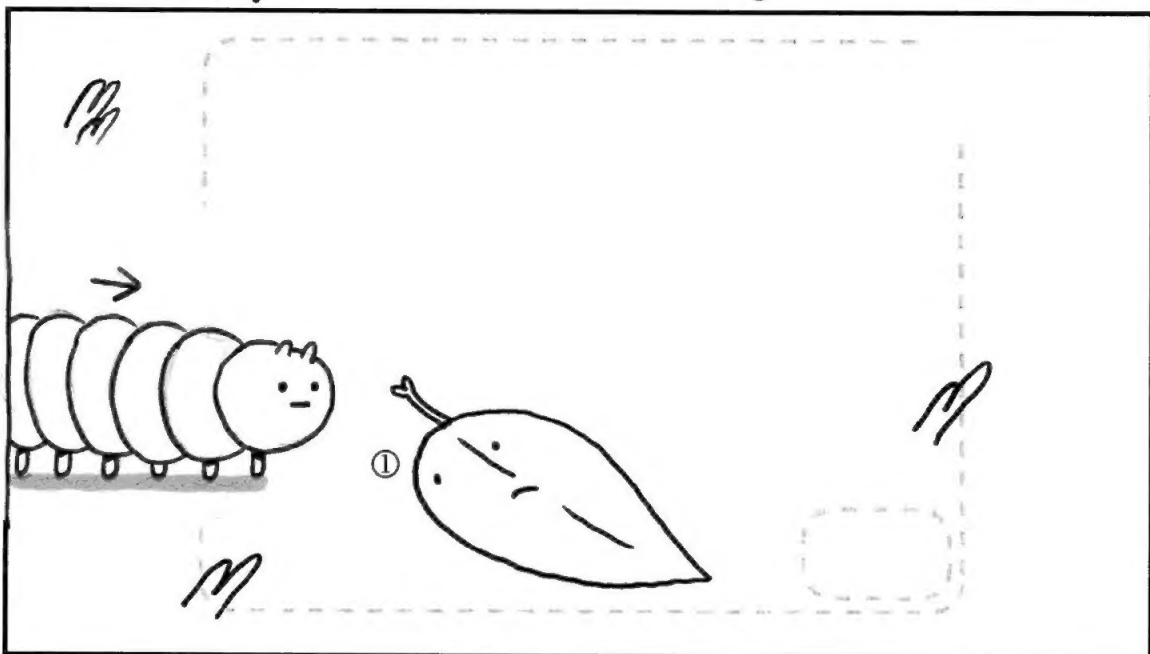
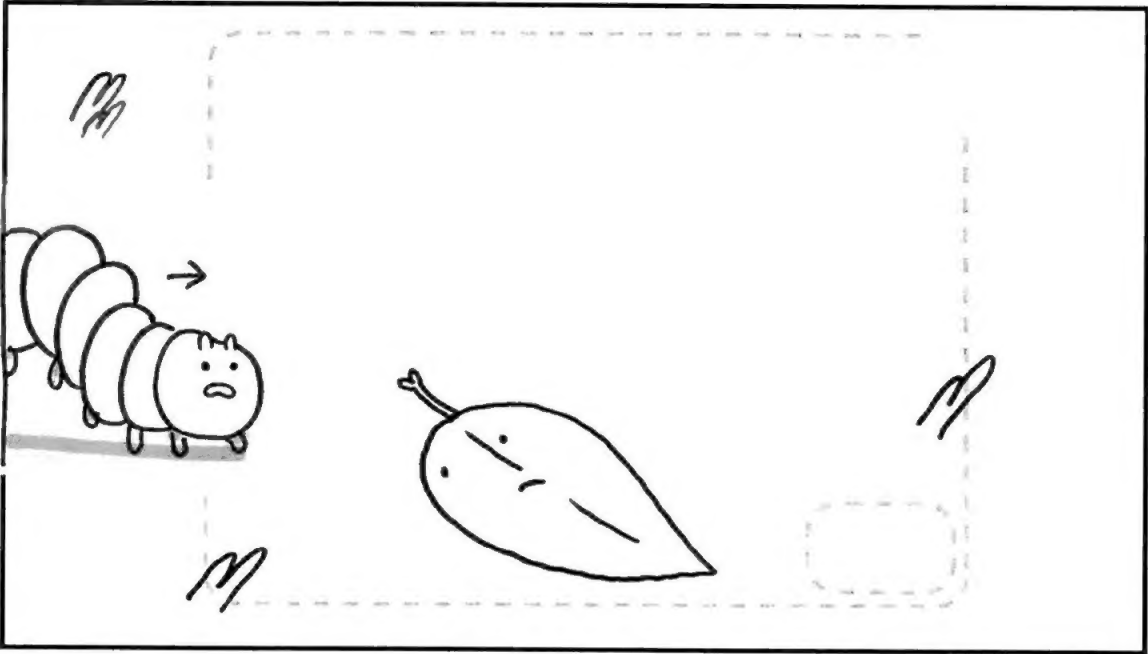
day night


Sc. 209 *CONT*

Pnl. E

Bg.

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day night



Dialog:	<u>CATERPILLAR</u> / I'm gonna eat you.	
Action:		
Timing:		JAN 31 2014

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Production:

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ADVENTURE TIME

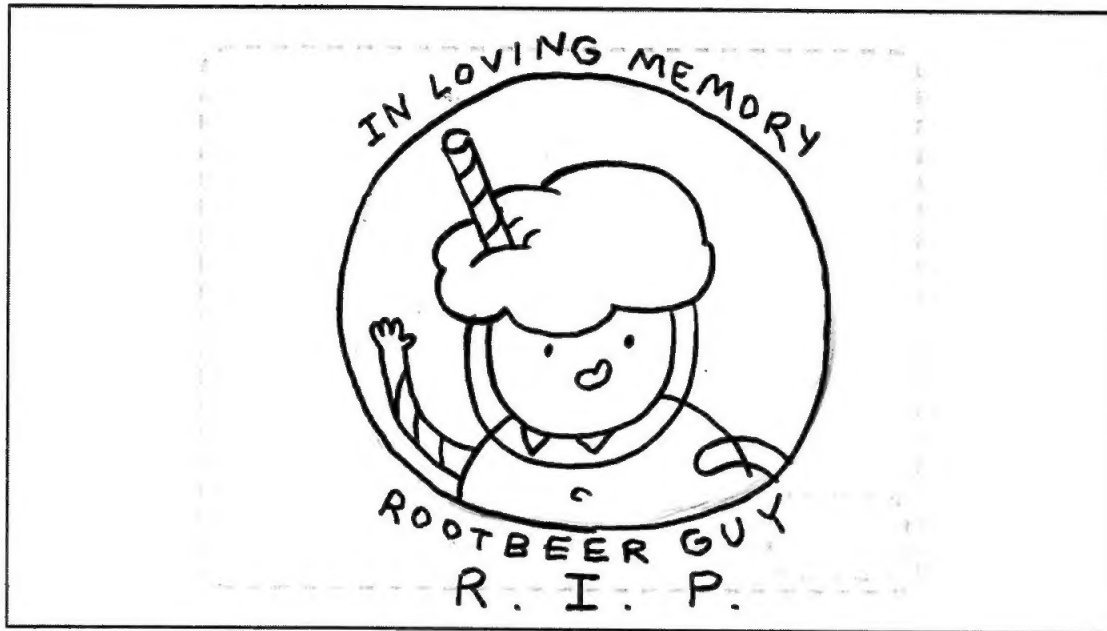


Sc. 210

Pnl. A

Bg.

day night

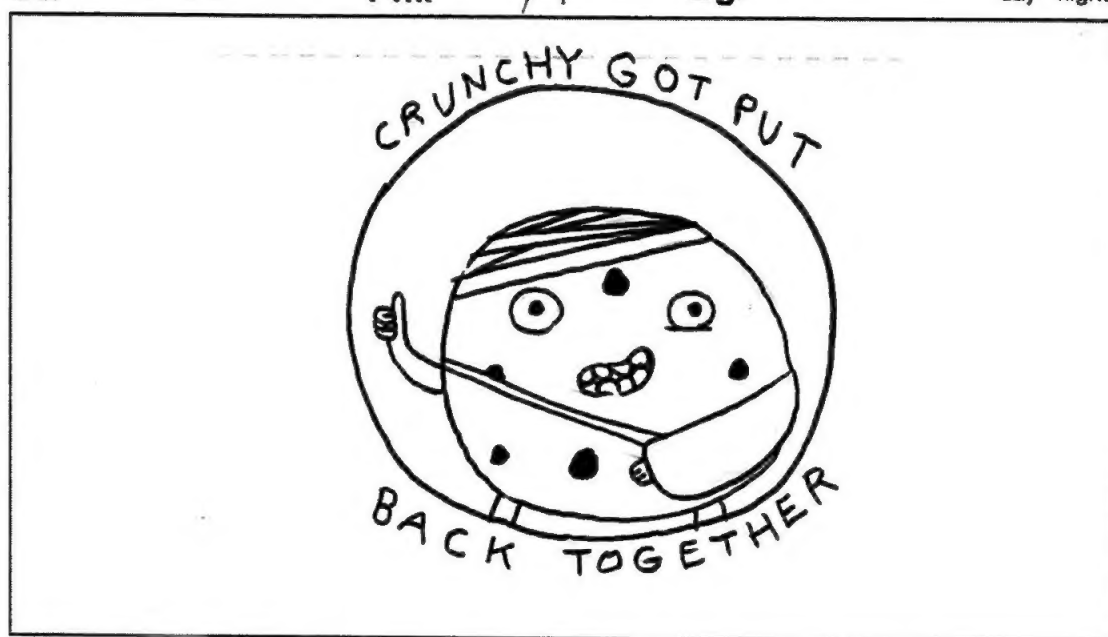


Sc. 211

Pnl. A

Bg.

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day night



Dialog:
Action:
Timing:

END
JAN 31 2014

Production : EPISODE #

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